MONSTER MANUAL EXPANDED II

MANNIX "DRAGONIX" MANANSALA

MONSTER MANUAL EXPANDED II

SECOND EDITION

Version 2.02

CREDITS

Design and Development: Dragonix
Patreon: https://www.patreon.com/dm_dragonix
Facebook: https://www.facebook.com/DragonixDnD
Twitter: @DM_Dragonix

Assistant Writing: Marco Pasamba

Editing: Justin M. Cole, Alain V. Bennett, Paul Ste. Marie

Art Direction: Dragonix
Art Editing: Sandeson Gonzaga

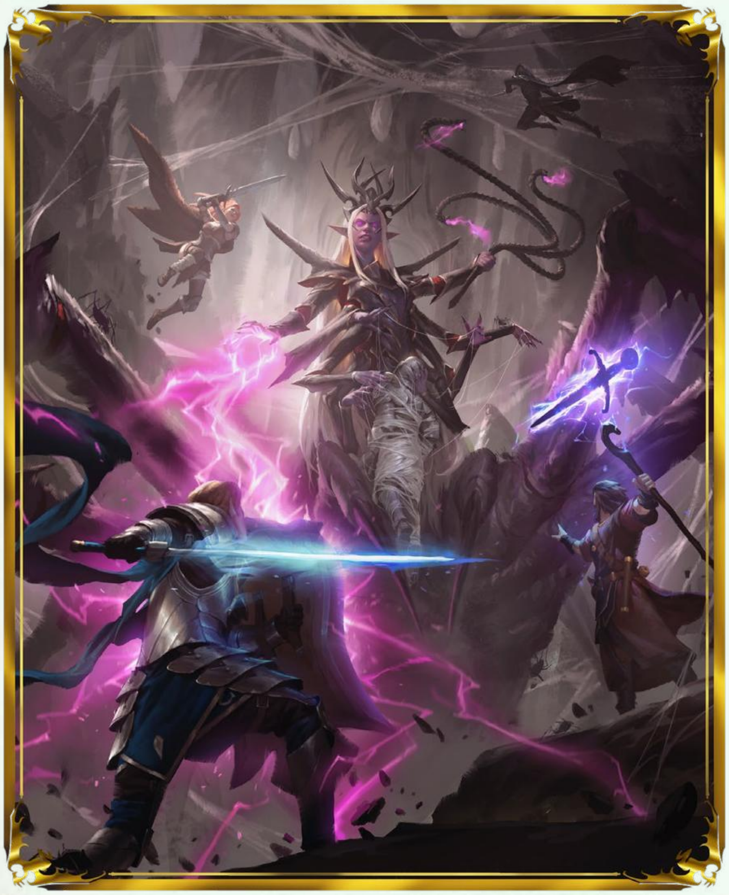
Cover Illustration: Joshua Raphael and Wilson Nugrahaa, Liu Jianseng (back cover)

Commissioned Illustrations: Arthur Azaryan, Ian Bugayong, Brad Chavez, The Creation Studio, Oliver Morit DeVera, Allen Geneta, Sandeson Gonzaga, Daphne Gragera, Liu Jianseng, Chong Hwa Kian, Kaion Long, Russel Marks, Tumo Mere, Von Milano, Mirasand, Mircea Nicula, Clark Ocleasa, Bok Ruiz, Teejay Suaring, Ren Tu, Nori Teves, Rocky Wong

Licensed Illustrations: Dean Spencer, Daniel Comerci, Bob Greyvenstein, Jack Holliday, Todor Hristov, Wyn Lacabra, Eric Lofgren, Bryan Syme, Brian Valeza, Tyler Vail, DMG Creator Resource Art.

Page Template and Graphic Elements: Darrin G. Scott (Monster Manual Style Page Background and Graphics), Sandeson Gonzaga

Playtesting: Mycko David, Stephen David, Kirby Gonzaga, Teddy Gonzaga, Makoy Galido Echavez, James Manansala, Mark Manansala, Willow Manansala, Marco Pasamba, Raffy San Antonio, TJ Sese, Ace Soliman, Teejay Suaring, Michael Tiongson, Dave Young, Rowell Zaragoza, Wena Zaragoza



About this Book

This book continues what Monster Manual Expanded started. Once again it builds on what exists in the first Monster Manual, adding several new variants for the classic humanoids and giants, and thus providing you with more archetypal options. The key additions here are the kings, sharpshooters, and vanguards.

As mentioned in the book's cover, the Monster Manual Expanded II also includes creatures found in Volo's Guide to Monsters and Mordenkainen's Tome of Foes. As in the previous book, you'll find both advanced and lesser versions of the creatures to give you more flexibility in building your encounters, using your miniatures, and, most importantly, keeping your players on their toes. As before, several nostalgic favorites from previous versions have been added as well.

Due to the release of this book coinciding with Descent into Avernus, you shouldn't be surprised to find a legion of new fiends to play around with. There are over a dozen new demons and devils that have been added, as well as a couple of new ones, such as the horrid brachavyrm and the wretched gastrobolus. You'll also find in these pages the Spider Queen herself, plus a trio of Archdevils that's been curiously missing from the main books.

But the biggest addition you'll discover is the return of the Aspects, which I find very important. Not many DMs, like myself, run a lot of high level or epic campaigns. This means most epic level monsters, especially the various archdevils and demon lords, will rarely be encountered. Aspects are a great way to increase the presence of these fiends in your campaign and allows you to create a mid-level preview of what's to come at the end if you ever plan to get there.

And lastly, new NPCs can be found at the end of the book, as well as a special section for diabolic and abyssal cultists!

On the Cover

Monster Manual Expanded II, since it is half based on Mordenkainen's Tome of Foes and released during the arrival of Descent into Avernus, has a large number of fiends. What better way than to feature one of the most endearing and popular demon lords of all time, the Queen of the Demonweb Pits herself, Lolth. Here you will see her engaging a group of heroes in a campaign I ran back in 2013. This beautiful artwork was painted by the extremely talented artists Joshua Raphael and Wilson Nugrahaa.

Acknowledgement

Dungeons & Dragons, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2021 by Dragonix and published under the Community Content Agreement for Dungeon Masters Guild.

Table of Contents

Contents

- Title Page 1
- Credits 2
- Allip 5
  - Dread Allip 5
- Aranea 6
  - Aranea 6
  - Aranea, Elder 7
  - Aranea, Legendary 7
- The Aspects 8
  - Aspect of Asmodeus 9
  - Aspect of Baphomet 10
  - Aspect of Bael 11
  - Aspect of Bel 12
  - Aspect of Demogorgon 13
  - Aspect of Dispater 14
  - Aspect of Fraz-Urb'luu 15
  - Aspect of Geryon 16
  - Aspect of Graz'zt 17
  - Aspect of Juiblex 18
  - Aspect of Kostchtchie 19
  - Aspect of Lolth 20
  - Aspect of Mephistopheles 21
  - Aspect of Moloch 22
  - Aspect of Orcus 23
  - Aspect of Tiamat 24
  - Aspect of Yeenoghu 25
  - Aspect of Zariel 26
  - Aspect of Zuggtmoy 27
- Athach 28
  - Athach 28
- Balhannoth 29
  - Balhannoth, Elder 29
  - Banderhobb Bogeyman 30
- Banderhobbs 30
  - Banderhobb Shadow Assassin 31
  - Banderhobb Shadow Raider 31
- Bargda 32
  - Bargda 32
- Barghests 33
  - Barghest Whelp 33
  - Barghest, Greater 34
  - Barghest, Ancient 34
- Beholders 35
  - Doomsphere 36
  - Eye of the Deep 37
  - Gouger 38
  - Young Beholder 39
- Berbalang 40
  - Berbalang Loremaster 40
- Bodaks 41
  - Bodak Devotee of Orcus 41
  - Bodak Ravager 42
  - Bodak Shrieker 42
- Boggle 43
  - Boggle Trickster 43
- Boneclaw, Lesser 44
  - Boneclaw, Lesser 44
- Bugbears 45
  - Bugbear Assassin 45
  - Bugbear Beast Shaman 46
  - Bugbear Huntmaster 46
  - Bugbear Monarch 47
- Bunyip 48
  - Bunyip 48
  - Dire Bunyip 48
- Cadaver Collector 49
  - Cadaver Collector, Greater 49
- Catoblepas 50
  - Catoblepas Calf 50
  - Monstrous Catoblepas 51
  - Giant Cave Fisher 52
- Cave Fishers 52
  - Monstrous Cave Fisher 52
- Chitines 53
  - Chitine Skulker 53
  - Chitine Warrior 53
  - Choldrith High Priestess 54
  - Choldrith Queen 54
- Choker 55
  - Choker Cavestalker 55
- Clockworks 56
  - Arcane Ballista 56
  - Clockroach 56
  - Hammerer 57
  - Pulverizer 57
- Darklings 58
  - Darkling Creeper 58
  - Darkling Elder Assassin 59
  - Darkling Elder Hexblade 59
  - Darkling Elder Mastermind 60
  - Darkling Skulker 60
- Deathlocks 61
  - Deathlock, Greater 61
  - Deathlock Mastermind, Elder 62
  - Deathlock Mastermind, Ancient 62
- Deep Scions 63
  - Deep Scion Assassin 63
  - Deep Scion Thug 64
  - Deep Scion Warlock 64
- Demons 65
  - Abyssal Skulker 65
  - Babau, Greater 66
  - Brachavyrm 67
  - Jovoc 69
  - Nuckelavee 69
  - Palrethee 69
  - Shoosuva Pack Lord 70
  - Zovvut 71
- Demon: Demon Lord 72
  - Lolth 73
- Derro 74
  - Derro Berserker 74
  - Derro Hookguard 75
  - Derro Master Savant 75
  - Derro Taskmaster 76
  - Derro Thug 76
- Destrachans 77
  - Destrachan 77
  - Destrachan Alpha 78
  - Destrachan Pack Lord 78
- Devils 79
  - Cornugon 80
  - Dogai 80
  - Gastrobolus 81
  - Paeliryon 82
  - Passion Devil 83
  - Remmanon 84
  - Xerfilstyx 85
- Devil: Archdevils 86
  - Asmodeus 87
  - Dispater 89
  - Mephistopheles 91
- Dire Corbies 92
  - Dire Corby 92
  - Dire Corby Alpha 92
- Dracolisks 93
  - Adult Dracolisk 93
  - Ancient Dracolisk 94
  - Young Dracolisk 94
- Draegloths 95
  - Draegloth Abomination 95
  - Draegloth War Caster 95
- Dragons 96
  - Juvenile Black Dragon 96
  - Juvenile Blue Dragon 96
  - Juvenile Green Dragon 97
  - Juvenile Red Dragon 97
  - Juvenile White Dragon 98
- Dragonnes 99
  - Adult Dragonne 99
  - Young Dragonne 99
- Dragonspawns 100
  - Blackspawn Stalker 100
  - Blackspawn Crawler 101
  - Bluespawn Ambusher 102
  - Bluespawn Stormlizard 103
  - Greenspawn Leaper 104
  - Greenspawn Razorfiend 105
  - Redspawn Firebelcher 106
  - Whitespawn Iceskidder 107
- Drakes 108
  - Ambush Drake 108
  - Ambush Drake, Elder 108
  - Rage Drake 109
  - Stone Drake 110
- Drow 111
  - Drow Arcane Knight 111
  - Drow Dark Sniper 112
  - Drow House Wizard 112
  - Drow Lolth's Sting 113
  - Drow Soldier 114
- Duergar 115
  - Duergar Battle Smith 116
  - Duergar Battle Smith's 116
  - Iron Defender (Spider Form) 116
  - Duergar Bombardier 117
  - Duergar Heavy Sniper 117
  - Duergar Inquisitor 118
  - Duergar Sergeant 119
  - Duergar Slavemaster 119
- Elementals, Elder 120
  - Young Leviathan 121
  - Young Phoenix 121
  - Young Tempest 122
  - Young Zaratan 122
- Elemental Myrmidons 123
  - Greater Air Elemental Myrmidon 123
  - Greater Earth Elemental Myrmidon 123
  - Greater Fire Elemental Myrmidon 124
  - Greater Water Elemental Myrmidon 124
- Ettins 125
  - Ettin Berserker 125
  - Ettin Vanguard 126
  - Ettin Witch Doctor 126
- Firenewts 127
  - Firenewt War Priest of Imix 127
  - Firenewt Zealot 127
- Flail Snail 128
  - Monstrous Flail snail 128
- Froghemoth 129
  - Froghemoth, Young 129
- Giants 130
  - Cloud Giant Mastermind 130
  - Cloud Giant Wind Disciple 131
  - Fire Giant Champion of Surtur 131
  - Fire Giant Doomblade 132
  - Fire Giant Houndmaster 133
  - Fire Giant Vanguard 133
  - Frost Giant Berserker 134
  - Frost Giant Champion of Kostchtchie 135
  - Frost Giant Champion of Thrym 135
  - Hill Giant Champion of Grolantor 136
  - Hill Giant Hag of Demogorgon 137
  - Hill Giant Juggernaut 137
  - Hill Giant Shaman of Ogrémoch 138
  - Stone Giant Skirmisher 139
  - Stone Giant Thane 139
  - Stone Giant Warden 140
  - Storm Giant Blackguard 141
  - Storm Giant Kraken Exarch 142
- Giffs 143
  - Giff Captain 143
  - Giff Gadgeteer 144
  - Giff Sharpshooter 144
- Girallons 145
  - Girallon Alpha 145
  - Girallon Berserker 146
  - Girallon of Xvim 146
- Githyanki 147
  - Githyanki Captain 147
  - Githyanki Psi-Blade 148
  - Githyanki Pyromind 148
- Githzerai 149
  - Githzerai Cenobite 149
  - Githzerai Lightning Fist 150
  - Githzerai Shadowmind 150
- Gnolls 151
  - Flind Captain 151
  - Flind Queen 152
  - Gnoll Archer 153
  - Gnoll Champion of Yeenoghu 153
  - Gnoll Berserker 153
  - Gnoll Sharpshooter 154
  - Gnoll Skirmisher 154
- Goblins 155
  - Goblin Archer 156
  - Goblin Monarch 156
  - Goblin Assassin 156
  - Goblin Sorcerer 157
  - Goblin Worg Rider 157
- Golems 158
  - Bone Golem 158
  - Drolem, Large 159
  - Drolem, Huge 160
  - Drolem, Gargantuan 160
  - Mud Golem 161
- Gray Renders 162
  - Displacer Render 162
  - Elder Gray Render 163
  - Young Gray Render 163
- Grimlocks 164
  - Grimlock Monarch 164
  - Grimlock Warlock 165
  - Grimlock Witch Doctor 165
- Grungs 166
  - Grung Hunter 166
  - Grung Shaman 166
  - Grung Sorcerer 167
  - Grung Sovereign 167

- Hags 168
  - Annis Hag, Elder 168
  - Bheur Hag, Elder 169
  - Gray Hag 170
  - Gray Hag, Elder 171
- Hobgoblins 172
  - Hobgoblin Bladebearer 173
  - Hobgoblin Hoplite 173
  - Hobgoblin Marshal 173
  - Hobgoblin Monarch 174
  - Hobgoblin Sergeant 174
  - Hobgoblin Sharpshooter 175
  - Hobgoblin Vanguard 175
- Howler 176
  - Howler Pack Lord 176
- Kenkus 177
  - Kenku Arcane Trickster 177
  - Kenku Duelist 178
- Kobolds 179
  - Kobold Arcane Trickster 180
  - Kobold Boss 180
  - Kobold Archer 180
  - Kobold Chieftain 181
  - Kobold Monarch 181
  - Kobold Shaman 182
  - Kobold Sting of Kurtulmak 182
  - Kobold Trapmaker 183
- Kruthiks 184
  - Kruthik Hive Queen 184
- Lamia 185
  - Lamia Priestess of Graz'zt 185
- Leucrottas 186
  - Leucrotta Female 186
  - Leucrotta Fiend 187
  - Leucrotta Matriarch 187
- Lizardfolk 188
  - Lizardfolk Arcane Archer 188
  - Lizardfolk Emperor 189
  - Lizardfolk Vanguard 189
- Lycanthropes 190
  - Werebat Alpha 190
  - Wererat Assassin 191
  - Wererat, Ogre 191
  - Werewolf Favored By Malar 192
- Marut 193
  - Marut Concordant 193
  - Marut Guard 193
- Maur 194
  - Maur (Hunched Giant) 194
- Meazels 195
  - Meazel Assassin 195
  - Meazel Shadow Mage 196
  - Meazel Thug 196
- Meenlocks 197
  - Meenlock Corruptor 197
  - Meenlock Elder 198
  - Meenlock Stalker 198
- Mind Flayers 199
  - Ancient Elder Brain 199
  - Ulitharid Mastermind 200
  - Ulitharid Supreme 201
- Mohrg 202
  - Mohrg 202
- Morkoth 203
  - Morkoth, Ancient 203
- Neogi 204
  - Neogi Great Old Master 204
  - Neogi Overlord 205
  - Neothelid, Adolescent 206
- Neothelid 206
  - Neothelid, Young 206
- Nightshade 207
  - Nightcrawler 207
  - Nightprowler 208
  - Nightwing 208
- Nilbog, Greater 209
  - Greater Nilbog 209
- Ogres 210
  - Ogre Champion of Grolantor 211
  - Ogre Monarch 211
  - Ogre Vanguard 212
  - Ogre Witch Doctor 212
- Orcs 213
  - Orc Conqueror 213
  - Orc Doom Hand of Yurtrus 214
  - Orc Great Eye of Gruumsh 214
  - Orc Monarch 215
  - Orc Mauler 215
  - Orc Sharpshooter 216
  - Orc Vanguard 216
  - Orc War Chanter 217
  - Orc War Priest of Ilneval 217
  - Quickling Captain 218
- Quicklings 218
  - Quickling Warlock of the Gloaming Court 218
- Redcaps 219
  - Elder Redcap 219
  - Redcap Bloodlock 220
  - Redcap Gang Boss 220
- Retriever, Lesser 221
  - Lesser Retriever 221
- Salamander, Flame 222
  - Flame Salamander 222
- Sea Spawns 223
  - Sea Spawn Pincer 223
  - Sea Spawn Shocker 223
  - Sea Spawn Tidesinger 224
  - Sea Spawn Stinger 224
- Shadar-kai 225
  - Shadar-kai Dawnkiller 226
  - Shadar-kai Kithguard 226
  - Shadar-kai Kithlord 227
  - Shadar-kai Painbearer 227
- Shadow Mastiff 228
  - Shadow Mastiff Pack Lord 228
- Slithering Tracker 229
  - Monstrous Slithering Tracker 229
- Sorrowsworn 230
  - The Grim 230
- Spawn of Kyuss 231
  - Favored Spawn of Kyuss 231
- Tlincallis 232
  - Tlincalli Chieftain 232
  - Tlincalli Shaman 233
  - Tlincalli Witch 233
- Tortles 234
  - Tortle Monk 234
  - Tortle Scout 234
  - Tortle Witch Doctor 235
- Trappers 236
  - Trapper, Monstrous 236
  - Trapper, Young 236
- Trolls 237
  - Troll Berserker 237
  - Troll Monarch 238
  - Troll Shaman 239
  - Troll Witch Doctor 239
  - Troll Whelp 239
  - Two-Headed Troll 240
- Vargouilles 241
  - Dire Vargouille 241
  - Greater Vargouille 241
- Vegepygmies 242
  - Vegepygmy Shaman 242
  - Vegepygmy Warrior 242
- Verbeeg 243
  - Verbeeg 243
  - Verbeeg Chieftain 243
  - Verbeeg Priest of Karontor 244
  - Verbeeg Skirmisher 244
  - Verbeeg Warlock 244
- Wendigo 245
  - Wendigo 245
- Wood Woads 246
  - Wood Woad Grove Keeper 246
  - Wood Woad Grove Warden 247
  - Wood Woad Sentinel 247
- Xvarts 248
  - Xvart Cutthroat 249
  - Xvart Speaker 249
  - Xvart Shaman of Raxivort 249
  - Xvart Supreme Speaker 250
  - Xvart Verminlord 250
- Yeth Hound 251
  - Yeth Hound Alpha 251
- Yuan-ti 252
  - Yuan-ti Anathema Ascendant 252
  - Yuan-ti Arcane Archer 253
  - Yuan-ti Ignan 254
  - Yuan-ti Mageslayer 255
  - Yuan-ti Spy 256
  - Yuan-ti Templar 256
- Yugoloths 257
  - Baernoloth 257
  - Piscoloth 258
- Yugoloths, Guardian 259
  - Gorsuloth 259
  - Ranaeloth 260
  - Ursaloth 261
- Zombies 262
  - Bugbear Zombie 262
  - Bullywug Zombie 263
  - Chimera Zombie 263
  - Carrion Crawler Zombie 263
  - Cyclops Zombie 264
  - Ettin Zombie 264
  - Adult Dragon Zombie 265
  - Ancient Dragon Zombie 265
  - Juvenile Dragon Zombie 266
  - Young Dragon Zombie 266
  - Fire Giant Zombie 267
  - Hill Giant Zombie 267
  - Frost Giant Zombie 267
  - Goblin Zombie 267
  - Hobgoblin Zombie 268
  - Hydra Zombie 268
  - Hunter Shark Zombie 269
  - Lizardfolk Zombie 269
  - Kobold Zombie 269
  - Orc Zombie 270
  - Owlbear Zombie 270
  - Troll Zombie 271
  - Wolf Zombie 271

Appendix A: NonPlayer Characters 272
- Arcane Archer 272
- Arcane Archer, Elite 273
- Arcane Trickster 273
- Arcane Trickster, Master 274
- Artillerist 274
- Assassin, Elite 275
- Barbarian 276
- Barbarian Champion 276
- Barbarian Monarch 277
- Battle Smith 278
- Battle Smith's Iron Defender 278
- Cavalier 279
- Cavalier, Grand 279
- Dark Soul 280
- Dirgesinger 281
- Dirgesinger, Elder 282
- Duelist 282
- Duelist, Legendary 283
- Grandfather of Assassins 284
- Loremaster 285
- Mageslayer 286
- Mageslayer, Elite 286
- Mastermind 287
- Monster Slayer 288
- Monster Slayer, Elite 289
- Radiant Soul 290
- Sharpshooter 291
- Sharpshooter, Elite 291
- War Caster 292
- War Caster, Elite 292
- War Chanter 293
- War Chanter, Elite 293

Appendix B: Cultists 294
- Cult Priest of Asmodeus 294
- Cult High Priest of Asmodeus 295
- Cult Exarch of Asmodeus 295
- Cult Priest of Demogorgon 296
- Cult High Priest of Demogorgon ... 297
- Cult Head of Demogorgon 297
- Hellfire Disciple 298
- Hellfire Steward 299
- Hellfire Magistrate 299
- Deathpriest of Orcus 300
- High Deathpriest of Orcus 301
- Deathpriest Exarch of Orcus 301

Appendix C: New Spells 302
- Unholy Aura 302
- Unholy Weapon 302
- Wall of Iron 302

Appendix D:Creatures by Challenge Rating 303

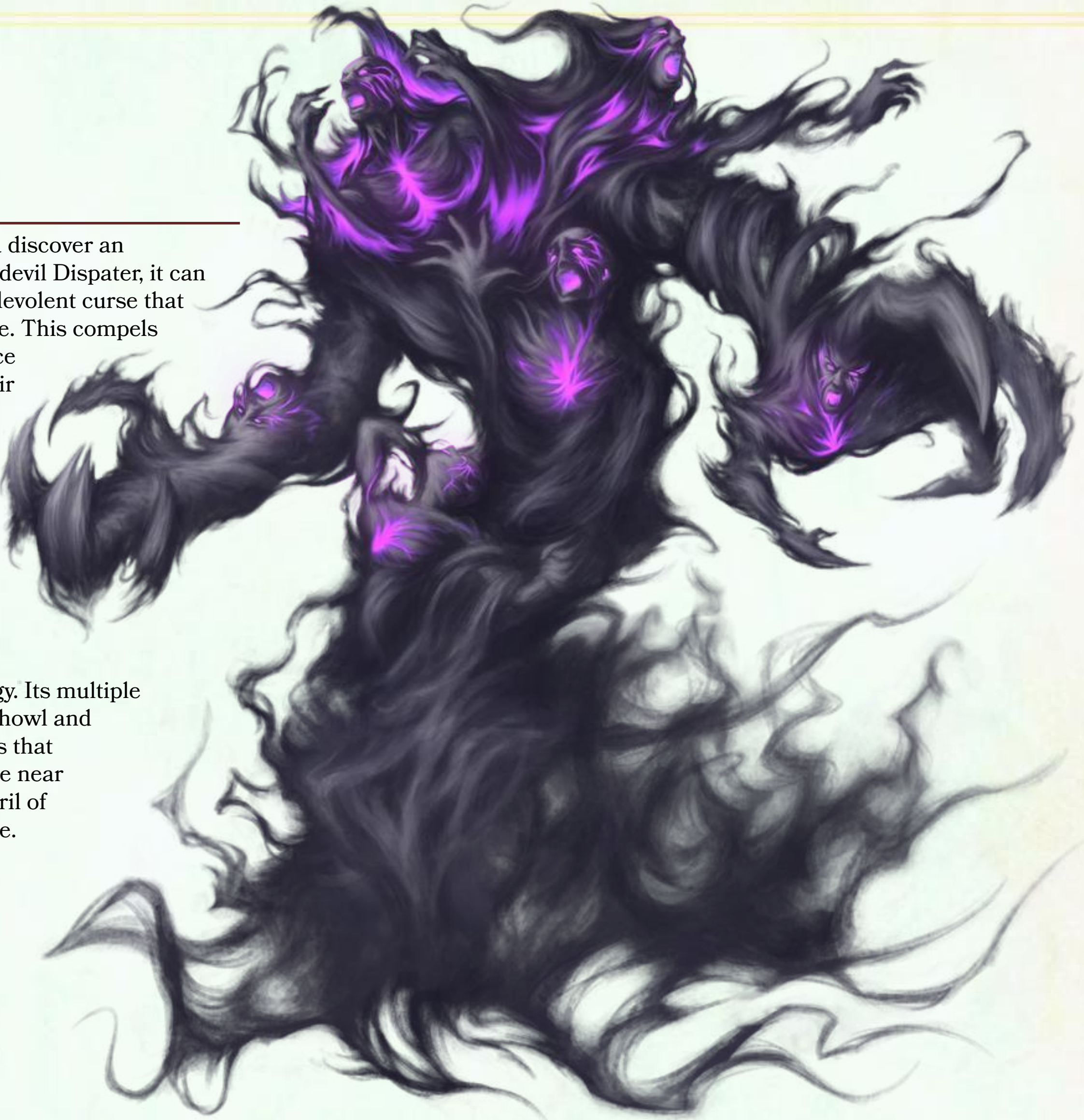
Index 311

Allip

Dread Allip

When several people in the same area discover an obfuscated truth held only by the archdevil Dispater, it can bring disastrous consequences - a malevolent curse that plunges those in its path into mad rage. This compels them to commit wicked acts of violence upon each other, culminating with their eventual demise. From their remains, an abominable creature known as the dread allip may arise.

Twisted Amalgamation. Unlike the normal version, the dread allip is a more powerful and sinister undead creature, twisted by many unfortunate souls driven mad. These tortured spirits manifest as a 9-foot-tall shadowy, vaguely-humanoid entity that pulses with chaotic, psionic energy. Its multiple heads that seemingly writhe in agony howl and whisper powerful psychic cacophonies that drive any who hear it to insanity. Those near the dreadful creature are always in peril of succumbing to its malevolent influence.



Dread Allip

Large Undead, Typically Neutral Evil

Armor Class 14
Hit Points 120 (16d10 + 32)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Int +8, Wis +7
Skills Perception +7, Stealth +8
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aura of Dread. A creature hostile to the allip that starts its turn within 20 feet of the allip must succeed on a DC 16 Wisdom saving throw, unless the allip is incapacitated. On a failed save, the creature is frightened until the start of its next turn. While frightened in this way, the creature is incapacitated and its speed halved. If a creature's saving throw is successful, the creature is immune to the allip's Aura of Dread for the next 24 hours.

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Multi-headed. The allip has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, and stunned.

Unusual Nature. The allip doesn't require air, food, drink, or sleep.

Actions

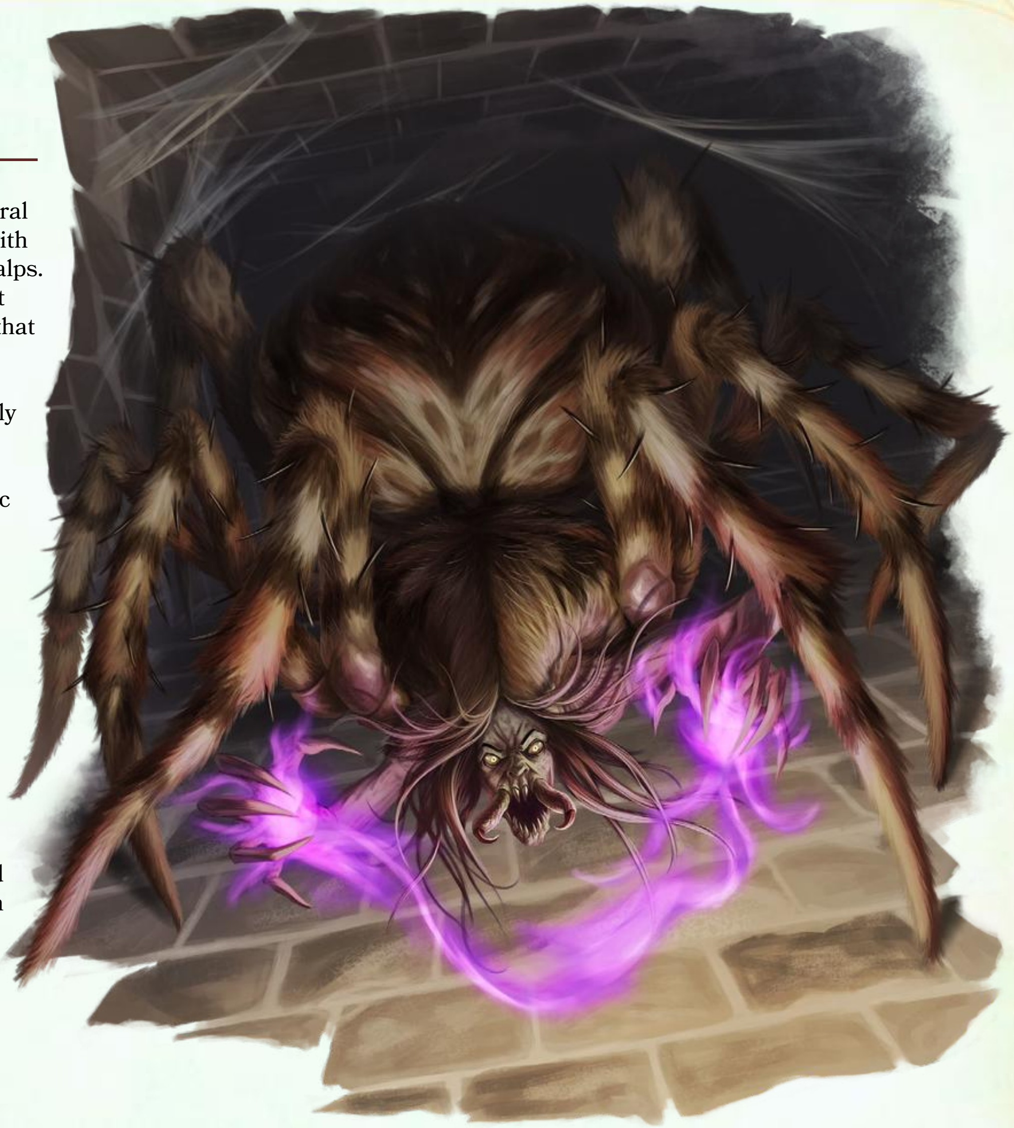
Multiattack. The allip makes one Maddening Touch attack. It then uses Whispers of Compulsion.

Maddening Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) psychic damage.

Whispers of Compulsion. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 16 Wisdom saving throw, or it takes 13 (2d8 + 4) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and Undead are immune to this effect.

Howling Babble (Recharge 5–6). Each creature within 30 feet of the allip that can hear it must make a DC 16 Wisdom saving throw. On a failed save, the target takes 22 (4d8 + 4) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and Undead are immune to this effect.

Aranea



Aranea

An aranea is an intelligent shapeshifting creature not unlike a lycanthrope. In its natural form, the aranea appears as a giant spider with slender humanoid arms in place of its pedipalps. Its thorax has a humpback-shaped bulge that houses its brain. The aranea's other form is that of a humanoid female.

Magically Adept. An aranea is naturally gifted with the arcane arts. Due to their highly secretive nature, they focus their expertise in the schools of illusion and enchantment. Some, although very rarely, even have psionic abilities.

Silk Weavers. Despite their nature, most aranea are neutral and will keep to themselves, often living at the fringes of civilization so as not to attract unwanted attention to themselves. Those that manage to live within city walls work as silk weavers and silk traders and can live out their lives normally without getting exposed.

Evil Aranea. Evil aranea are con artists and serial killers that use their guile and magical charms to lure innocent victims into their hovels where they can ensnare and cocoon them with their webs and place them in their larder-like attics.

Male aranea do not have the ability to shapechange into humanoid form and have no magical abilities. They only serve the female as consorts and guards.

Aranea

Medium Monstrosity (Shapechanger), Typically Neutral (Any)

Armor Class 13 (16 with *mage armor*)
Hit Points 75 (10d8 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	13 (+1)	13 (+1)	17 (+3)

Skills Deception +7, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan, telepathy 60 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Spider Climb. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the aranea knows the exact location of any creature in contact with the same web.

Web Walker. The aranea ignores movement restrictions caused by webbing.

Actions

Bite (Spider Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. While poisoned, the creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage.

Mind Warp. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage, and the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of the aranea's next turn.

Web (Spider Form Only, Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spellcasting. The aranea casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *dancing lights, mage hand, minor illusion*
2/day each: *charm person, mage armor, major image*
1/day each: *fear, mirror image, phantasmal force*

Change Shape (Females Only). The aranea magically transforms into a Medium Humanoid or to return to its true form, which is a hybrid spider. Any equipment the aranea is wearing or carrying is absorbed by the new form. Its statistics, other than its size, don't change. It reverts to its true form if it dies.

Bonus Actions

Quickened Spell (3/Day). The aranea uses Spellcasting.

Aranea, Elder

Medium Monstrosity (Shapechanger), Typically Neutral (Any)

Armor Class 14 (17 with *mage armor*)
Hit Points 105 (14d8 + 42)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7
Skills Deception +10, Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan, telepathy 60 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Spider Climb. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the aranea knows the exact location of any creature in contact with the same web.

Web Walker. The aranea ignores movement restrictions caused by webbing.

Actions

Bite (Spider Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned, the creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage.

Mind Warp. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 17 (3d8 + 4) psychic damage, and the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of the aranea's next turn.

Web (Spider Form Only, Recharge 5–6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spellcasting. The aranea casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, mage hand, minor illusion*
2/day each: *charm person, mage armor, major image, mirror image*
1/day each: *confusion, fear, phantasmal force, synaptic static*

Change Shape (Females Only). The aranea magically transforms into a Medium Humanoid or to return to its true form, which is a hybrid spider. Any equipment the aranea is wearing or carrying is absorbed by the new form. Its statistics, other than its size, don't change. It reverts to its true form if it dies.

Bonus Actions

Quickened Spell (4/Day). The aranea uses Spellcasting.

Aranea, Legendary

Large Monstrosity (Shapechanger), Typically Neutral (Any)

Armor Class 14 (17 with *mage armor*)
Hit Points 161 (17d10 + 68)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	16 (+3)	16 (+3)	21 (+5)

Saving Throws Wis +7, Cha +9
Skills Deception +13, Stealth +8
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan, telepathy 60 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the aranea fails a saving throw, it can choose to succeed instead.

Spider Climb. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the aranea knows the exact location of any creature in contact with the same web.

Web Walker. The aranea ignores movement restrictions caused by webbing.

Actions

Bite (Spider Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. While poisoned, the creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage.

Mind Warp. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (3d8 + 5) psychic damage, and the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of the aranea's next turn.

Web (Spider Form Only, Recharge 5–6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spellcasting. The aranea casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17):

At will: *dancing lights, mage hand, minor illusion*
2/day each: *charm person, mage armor, major image, mirror image*
1/day each: *confusion, dominate person, greater invisibility, mass suggestion, phantasmal force, synaptic static*

Change Shape (Females Only). The aranea magically transforms into a Medium Humanoid or to return to its true form, which is a hybrid spider. Any equipment the aranea is wearing or carrying is absorbed by the new form. Its statistics, other than its size, don't change. It reverts to its true form if it dies.

Bonus Actions

Heightened Spell (2/Day). When the aranea casts a spell that forces a creature to make a saving throw to resist the spell's effects, the aranea gives one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell (3/Day). The aranea uses Spellcasting.

Legendary Actions

The aranea can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aranea regains spent legendary actions at the start of her turn.

Bite. The aranea attacks with its Bite.
Dark Magic (Costs 2 Actions). The aranea uses Mind Warp or Spellcasting.

THE ASPECTS

Deities and fiends will sometimes send a portion of their power to the Prime Material Plane in order to provide assistance to their worshipers. These fragments of spiritual energy manifest in an "Aspect," a being that is similar in form to their originators but are not directly controlled. Instead, they are a separate entity altogether, albeit sharing the same agenda as its progenitor.

Aspects can never be summoned, but highly favored priests or mages can petition their gods to grant them an Aspect.

Born of Power. Despite being just a portion of the progenitors' power, the Aspects will take a physical and biological form that is nearly identical to their progenitor and with near matching attributes and traits, but scaled down in power. Unless specified, fiendish Aspects last 666 days before they dissipate, or until recalled by their progenitor.

There can be only One. Only one Aspect can exist at a time, no matter how many times the progenitor creates them. In addition, the progenitor cannot exist in the same plane as its Aspect. When the progenitor creates an Aspect, it sends an essence of itself to the destination plane. Only when it reaches that plane does the Aspect take form. Once an Aspect is created, the progenitor must recall it or wait for it to dissipate before it can create a new one.

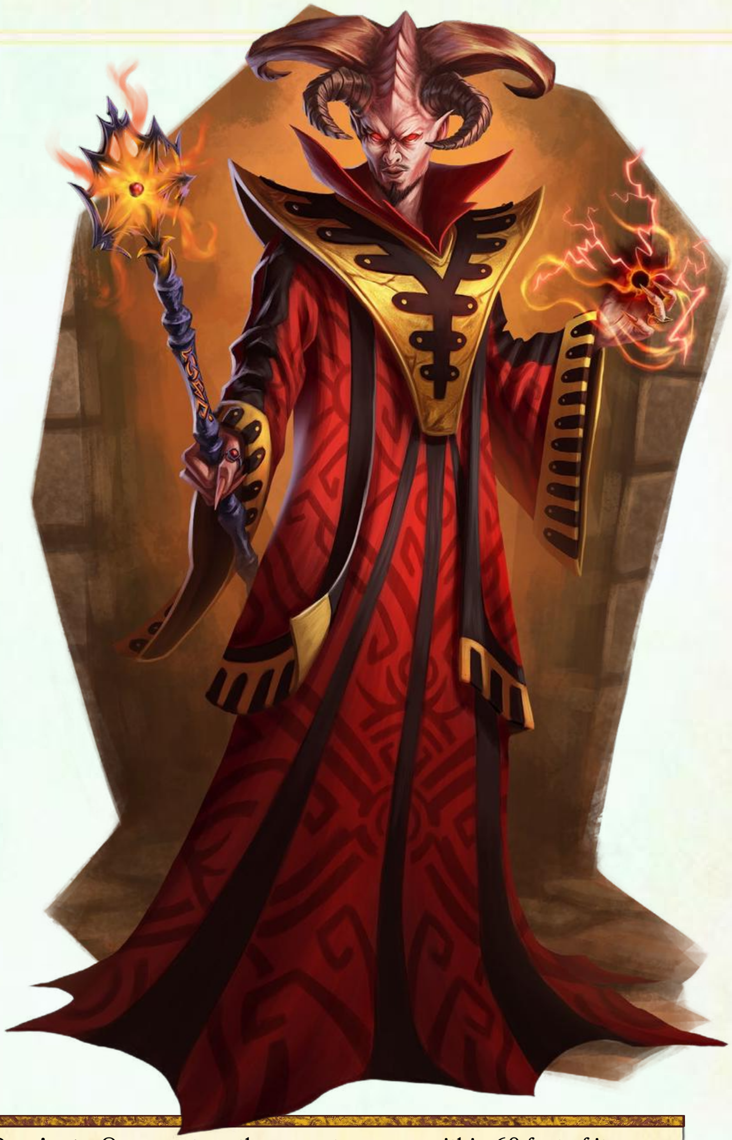
Independent Extension. Aspects are not directly controlled by their progenitor nor can they see through the Aspect's eyes or learn any knowledge the Aspect discovers. They are independent beings after their manifestation and will act in accordance to their alignment and general goal of their progenitor. They are aware that they are not the 'real' beings, but understand that they are an extension and take comfort that once they dissipate, they will return to their real form.

ASPECT OF ASMODEUS

Asmodeus, despite being the most powerful fiend in the known multiverse, ironically does not make it difficult to grant a petitioner an Aspect. However, the petitioner must willingly sign away his soul in eternal servitude to Asmodeus.

The Aspect of Asmodeus may not match the cunning and calculating logic of its progenitor, but it still captures the Lord of Nessus's magnetic appeal. The Aspect appears as a 13-foot tall, dark-skinned man with extremely handsome features. Two short curving horns sprout from its forehead and its eyes glow a malevolent red. It wears a rich crimson robe made from the most expensive materials and wields a faux version of the Archfiend's Ruby Rod**.** The Aspect exudes a charismatic aura that captivates any that look at it to kneel and bow in reverence and adoration.

While it may lack its progenitor's brilliant tactical mind, the Aspect is still a mighty being to face. Its spell abilities are already more than enough to defeat most heroes. But with the Ruby Rod in its hand, the Aspect is a very formidable opponent able to force enemies into submission, cast spells effortlessly, and freeze foes with a glare.



ASPECT OF ASMODEUS

Large Fiend (Devil), Lawful Evil

Armor Class 19 (natural armor)
Hit Points 199 (21d10 + 84)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	23 (+6)	23 (+6)	23 (+6)

Skills Deception +12, Insight +12, Perception +12, Persuasion +12
Damage Resistances lightning, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Aura of Submission. While the aspect is wielding the Ruby Rod, a creature that starts its turn within 20 feet of the aspect must succeed on a DC 20 Wisdom saving throw, unless the aspect is incapacitated. On a failed save, the creature is frightened until the start of its next turn. While frightened, the creature is stunned.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. The aspect regains 10 hit points at the start of its turn. If it takes cold or radiant damage, this trait doesn't function at the start of its next turn. The aspect dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The aspect makes two Ruby Rod attacks and uses its Chill Gaze. Alternatively, it can make one Ruby Rod attack and use Dominate, Spellcasting, or Teleport.

Ruby Rod. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) force damage plus 9 (2d8) necrotic damage. If the target is a creature, it must make a DC 20 Wisdom saving throw. On a failed save, the creature is stunned until the end of the aspect's next turn.

Chill Gaze. The aspect turns its magical gaze toward one creature it can see within 60 feet of it. The target must succeed on a DC 20 Constitution saving throw. On a failed save, the creature takes 16 (3d6 + 6) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the aspect's next turn. On a successful save, the target takes half as much damage.

Teleport. The aspect magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Dominate. One creature the aspect can see within 60 feet of it must succeed on a DC 20 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the aspect's verbal or telepathic commands. If the target receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this aspect's Dominate for the next 24 hours. The aspect can have only one target affected by Dominate at a time. If it uses Dominate on another, the effect on the previous target ends.

Spellcasting. The aspect casts any spell of 4th level or below that has a casting time of one action, requiring only verbal components and using Wisdom as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks). It can't cast the same spell more than once until the aspect has taken a long rest.

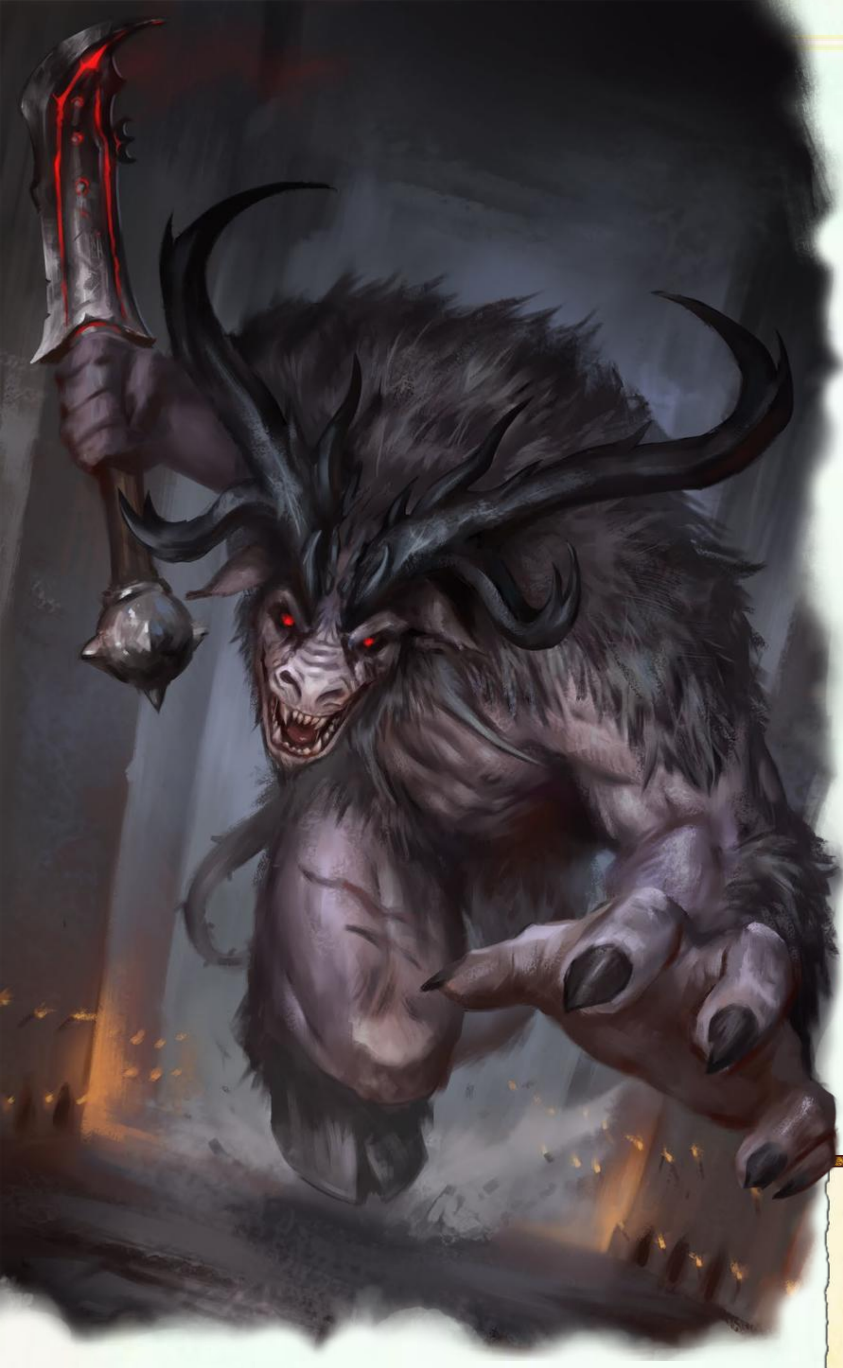
REACTIONS

Negate Spell (Recharge 4–6). The aspect tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the aspect makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of his turn.

Attack. The aspect attacks with its Ruby Rod or uses Chill Gaze.
Infernal Magic (Costs 2 Actions). The aspect uses Dominate, Spellcasting, or Teleport.



ASPECT OF BAPHOMET

Baphomet, the Horned King, may bestow his petitioners an Aspect if it is going to be used to hunt prey.

The Aspect of Baphomet will appear as a 15-foot tall shaggy minotaur with six iron horns protruding from the top of its head. It sports a weapon that looks similar to Baphomet's Heartcleaver but is just a lesser copy.

The Aspect of Baphomet does not share the same cunning as its progenitor, but its savagery and might in combat are much in line with the Prince of Beasts.

In combat, the Aspect will immediately charge at its foes. Only against challenging opponents will the Aspect even think of using its spells or its Frightful Presence ability.

ASPECT OF BAPHOMET

Huge Fiend (Demon), Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	16 (+3)	20 (+5)	14 (+2)

Skills Intimidation +10, Perception +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Labyrinthine Recall. The aspect can perfectly recall any path it has traveled, and it is immune to the *maze* spell.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The aspect makes one Bite attack, one Gore attack, and one Heartcleaver attack. It also uses Frightful Presence.

Heartcleaver. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) force damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Frightful Presence. Each creature of the aspect's choice that is within 120 feet of the aspect and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the aspect's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Heartcleaver Attack. The aspect makes one Heartcleaver attack.
Charge (Costs 2 Actions). The aspect moves up to his speed without provoking opportunity attacks, then makes a Gore attack.

ASPECT OF BAEL

Large Fiend (Devil), Lawful Evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	15 (+2)	17 (+3)	17 (+3)

Skills Intimidation +7, Perception +7, Persuasion +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Dread. Any creature, other than a devil, that starts its turn within 10 feet of the aspect must succeed on a DC 15 Wisdom saving throw or be frightened of it until the start of its next turn. A creature succeeds on this saving throw automatically if the aspect wishes it or if it is incapacitated.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. The aspect regains 10 hit points at the start of its turn. If it takes cold or radiant damage, this trait doesn't function at the start of its next turn. The aspect dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The aspect makes two Hellish Morningstar attacks.

Hellish Morningstar. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 13 (2d8 + 4) force damage plus 9 (2d8) necrotic damage.

Teleport. The aspect magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

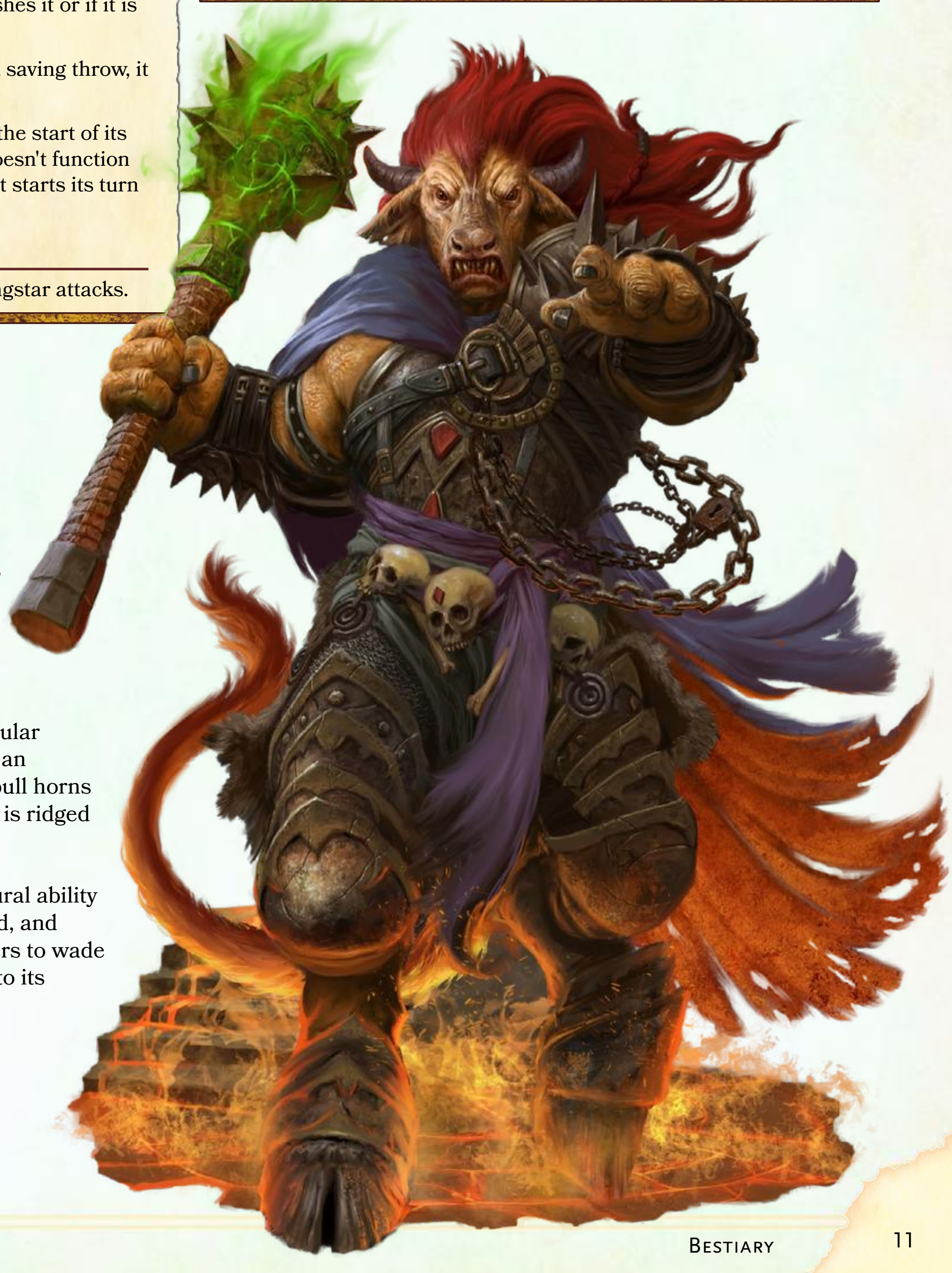
Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *alter self* (can become Medium), *detect magic*
3/day each: *charm person, invisibility, major image*
1/day each: *dispel magic, fly, suggestion, wall of fire*

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Fiendish Magic. The aspect uses Spellcasting or Teleport.
Attack (Cost 2 Actions). The aspect makes one Hellish Morningstar attack.



ASPECT OF BAEL

Bael only listens to petitions from his followers who consider themselves soldiers and generals, and only if the Aspect is to be used in times of war as part of a tactical move or stratagem.

The Aspect of Bael looks like a 10-foot-tall muscular humanoid with handsome bovine features. It has an impressive mane of bright red hair and a pair of bull horns on its head. Its skin is colored gold and its mouth is ridged with sharp teeth and fangs.

When engaging enemies, the Aspect of Bael, unfortunately, does not share its progenitor's natural ability to think a few steps ahead, measure the battlefield, and make tactical decisions. Instead, the Aspect prefers to wade into battle with its morningstar, only falling back to its spells and other abilities if hard-pressed.

Aspect of Bel

Large Fiend (Devil), Lawful Evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	18 (+4)	14 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Persuasion +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Fear Aura. A creature that starts its turn within 20 feet of the aspect must succeed on a DC 17 Wisdom saving throw, unless the aspect is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the aspect's Fear Aura for the next 24 hours.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The aspect makes two attacks: one with its Greatsword and one with its Tail.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage plus 10 (3d6) fire damage. If the target is a flammable object that is not being held or worn, it catches fire.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic*
3/day each: *fireball, mirror image, teleport*
1/day each: *dispel magic, hold monster, wall of fire*

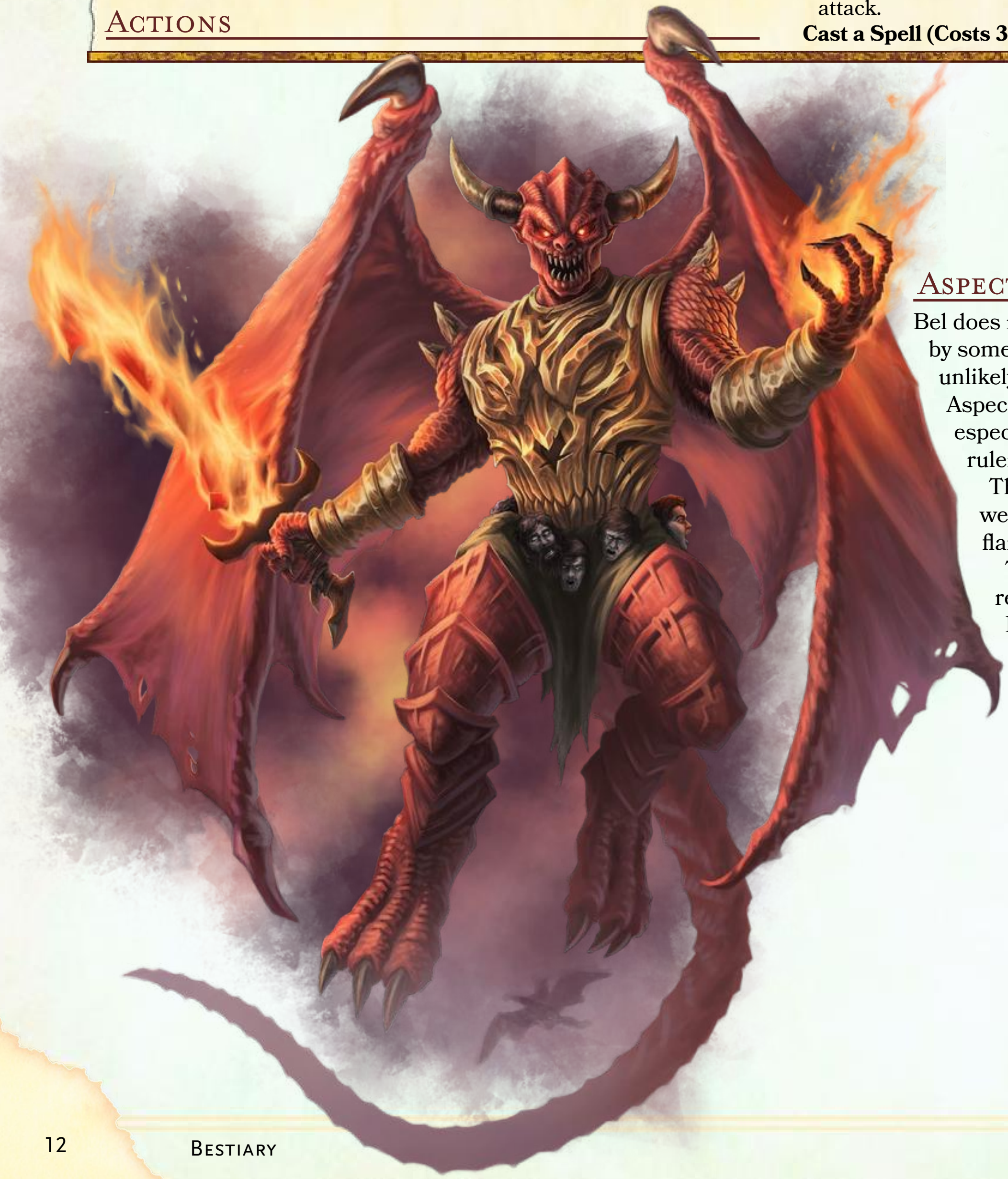
Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Tactical Edge. Roll a d6 for the aspect. The number rolled on the die is subtracted from the next attack roll made against the aspect or an ally of its choice within the next minute.

Attack (Costs 2 Actions). The aspect makes one Greatsword or Tail attack.

Cast a Spell (Costs 3 Actions). The aspect uses Spellcasting.



Aspect of Bel

Bel does not have any cults but is still worshipped by some warriors and soldiers. Although it is very unlikely that he will grant a petition to bestow an Aspect, it is still possible depending on the reason, especially if it can somehow help him reclaim the rulership of Avernus back from Zariel.

The Aspect of Bel appears as a pit fiend wearing a golden suit of armor and wielding a flaming greatsword.

The fiend is a deadly opponent to face, having retained the tactical brilliance of its progenitor. In addition, its fearsome sword can cut down the mightiest of heroes and when facing a great number of foes, it can unleash devastating fire magic to quickly turn the tide of battle in its favor.

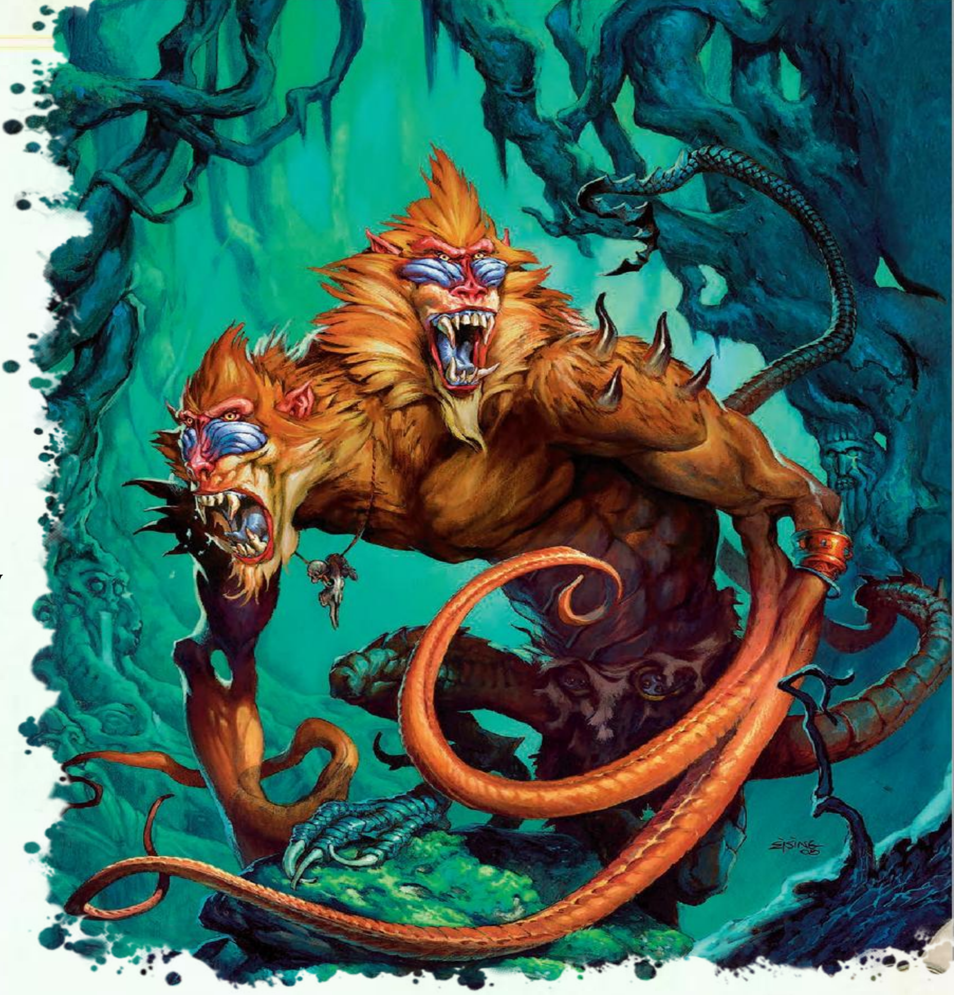
Aspect of Demogorgon

The Aspect of Demogorgon will be about 15 feet in height with a body that of a green-scaled dinosaur with a huge forked tail. Its muscular and hairy torso is topped with two leering simian heads that resemble a cross between a baboon and a mandrill.

Of all Aspects, the Aspect of Demogorgon is probably the most difficult to measure and anticipate its actions. Being the embodiment of chaos, madness, and destruction, its worshipers are always taking a huge risk to petition for one. But then again, almost all worshipers of Demogorgon are unhinged, if not totally insane.

The Aspect of Demogorgon will act similarly to its progenitor, with its two simian heads not caring where their gaze might land, even if it falls on a loyal worshiper. This is probably why its worshipers will only petition one when they are in desperate need or in a dire situation, such as when their place of worship is attacked by a party of powerful adventurers.

In combat, the Aspect of Demogorgon will seemingly appear to employ random attacks, not focusing on any single target. In truth, each of the two heads is simply following its tactical course of action and will not work together unless faced with a strong foe.



Aspect of Demogorgon

Huge Fiend (Demon), Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	15 (+2)	13 (+1)	18 (+4)

Skills Insight +6, Perception +11
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 21
Languages all, telepathy 60 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Two Heads. The aspect has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious.

Actions

Multiattack. The aspect makes two Tentacle attacks. It can replace one attack with a use of Gaze.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) force damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Gaze. The aspect turns its magical gaze toward one creature that it can see within 60 feet of it. The target must succeed on a DC 17 Wisdom saving throw or suffer one of the following effects (choose one or roll a d6):

1–2: Beguiling Gaze. The target is stunned until the start of the aspect's next turn or until the aspect is no longer within line of sight.

3–4: Confusing Gaze. The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of the aspect's next turn. The aspect doesn't need to concentrate on the spell.

5–6: Hypnotic Gaze. The target is charmed by the aspect until the start of the aspect's next turn. The aspect chooses how the charmed target uses its action, reaction, and movement.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic, major image*
2/day each: *dispel magic, fear, telekinesis*

Legendary Actions

The aspect can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Gaze. The aspect uses Gaze and must use either Beguiling Gaze or Confusing Gaze.

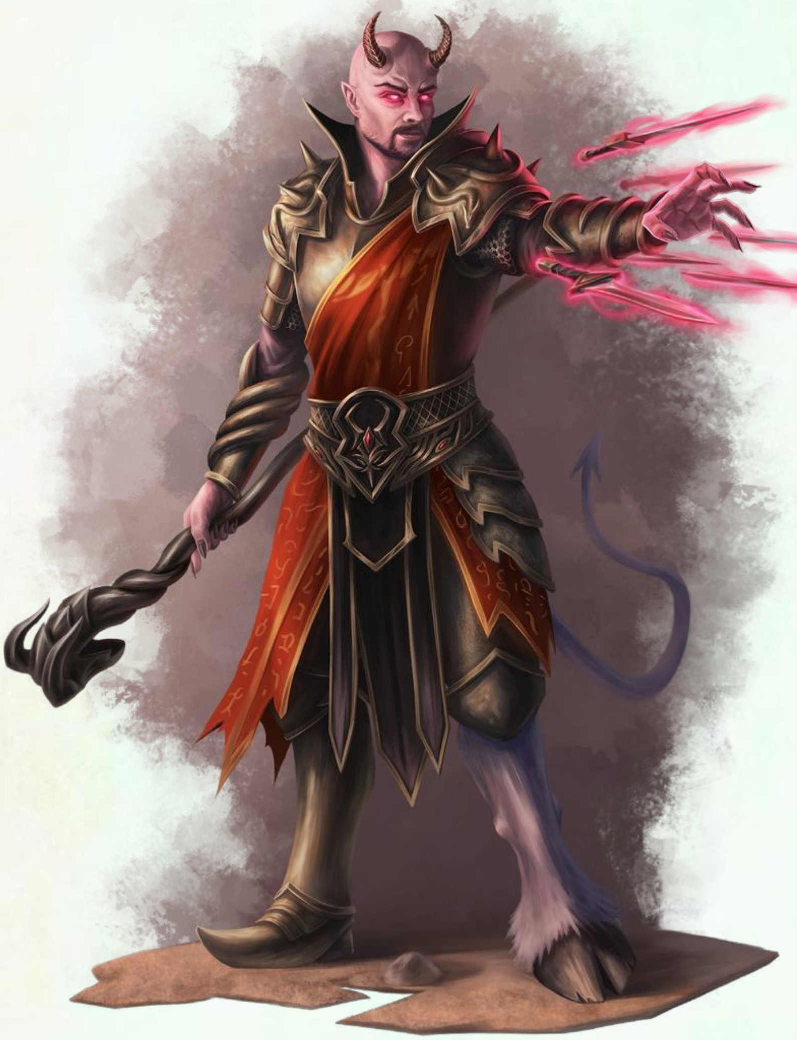
Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 11 (2d10) necrotic damage.

Cast a Spell (Costs 2 Actions). The aspect uses Spellcasting.

Aspect of Dispater

Dispater rarely grants an Aspect and will probably only do so if the petitioner has something precious to offer in return. Forbidden knowledge, forgotten secrets, and powerful magical treasure hold more value than souls to the Lord of Dis.

The Aspect of Dispater will resemble a 9-foot tall bald man with pale-reddish skin, a pair of short horns on its forehead, and one leg ending with a goat-like cloven foot. The Aspect always wears rich, finely embroidered clothing over its dark plate mail armor and is never without his iron rod that is shaped like a dragon.



Aspect of Dispater

Large Fiend (Devil), Lawful Evil

Armor Class 18 (plate)
Hit Points 189 (18d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	18 (+4)	16 (+3)	19 (+4)

Skills Insight +8, Perception +8, Persuasion +9, Survival +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Fear Aura. A creature that starts its turn within 20 feet of the aspect must succeed on a DC 17 Wisdom saving throw, unless the aspect is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the aspect's Fear Aura for the next 24 hours.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Rust Metal. Any nonmagical weapon made of metal that hits the aspect corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition made of metal that hits the aspect is destroyed after dealing damage.

Actions

Multiattack. The aspect makes two Iron Rod attacks. Alternatively, it can make one Iron Rod attack and use Daggers of Dispater or Spellcasting.

Iron Rod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) force damage, and the target must succeed on a DC 17 Constitution saving throw. On a failed save, the aspect can choose one of two effects:
1. Flesh to Iron. The creature begins to turn to iron and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is turned into iron for 1 hour.
2. Corrode. If the target is a metallic object, or is wearing metal armor or carrying a metal shield (Dispater's choice), its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Daggers of Dispater. The aspect conjures a barrage of flying daggers that unerringly strike each creature of the aspect's choice that it can see within a 60-foot cone. Each target must make a DC 17 Dexterity saving throw, taking 7 (3d4) force damage and 7 (3d4) necrotic damage on a failed save, or half as much damage on a successful one.

Dark Discomfiture (Recharge 5–6). The aspect magically forces creatures to instantly relive painful and shameful memories in excruciating detail. Each visible creature of the aspect's choice within 30 feet of it must succeed on a DC 17 Charisma saving throw. On a failed save, a creature takes 27 (6d8) psychic damage and is incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't incapacitated.

Teleport. The aspect magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

2/day each: *alter self* (can become Large when changing its appearance), *blade barrier, detect magic, heat metal* (3rd level), *suggestion*

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

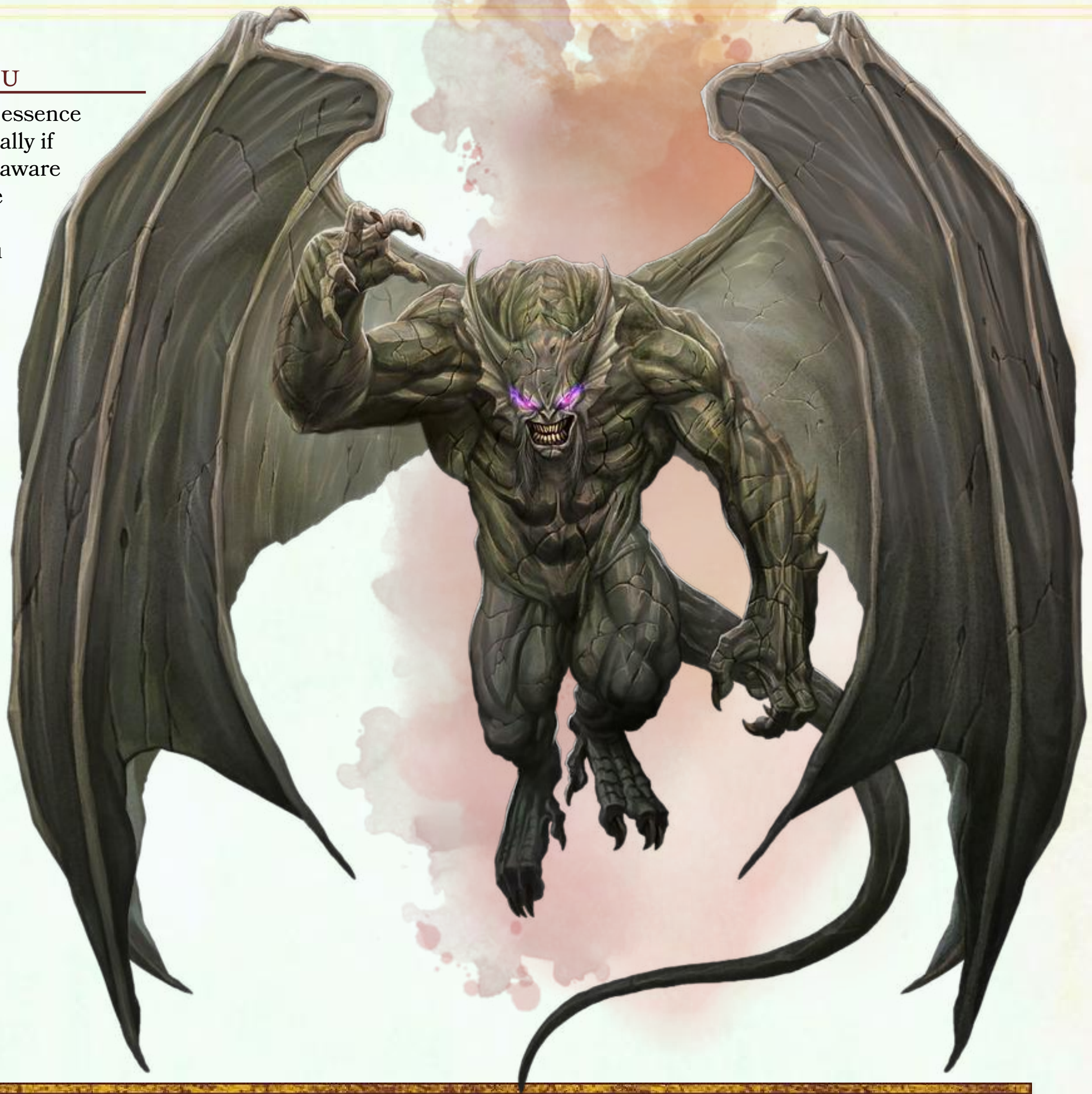
Iron Rod. The aspect makes an Iron Rod attack.
Infernal Magic (Costs 2 Actions). The aspect uses Teleport or Spellcasting.

Aspect of Fraz-Urb'luu

Rarely does Fraz-Urb'luu share its essence to create an Aspect of itself, especially if the ones petitioning for one are unaware that they are petitioning the Prince of Deception. If it ever happens, however, an Aspect of Fraz-Urb'luu may not share the same skill level of deceit and illusory powers of its progenitor, but it is more than capable enough to deal with most enemies.

The Aspect of Fraz-Urb'luu will appear as a 10-foot-tall muscular, green furred gargoyle with reptilian features. Large fin-like ears stretch from the side of its head and long tendril-like whiskers dangle from each side of its chin.

In combat, the Aspect will employ hit and run tactics, swooping in to strike vulnerable targets and flying away before its allies can help. In between those strikes it will use its spells such like *Phantasmal Killer* to take out those that are most likely to be susceptible to it.



Aspect of Fraz-Urb'luu

Large Fiend (Demon), Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	19 (+4)	18 (+4)	19 (+4)

Skills Deception +8, Perception +8, Stealth +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Undetectable. The aspect can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that sense demons or fiends.

Actions

Multiattack. The aspect makes one Bite attack and Fist attack, and it uses Phantasmal Terror.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) force damage.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit* : 18 (3d8 + 5) force damage.

Phantasmal Terror. The aspect targets one creature it can see within 60 feet of it. The target must succeed on a DC 16 Wisdom saving throw, or it takes 16 (3d10) psychic damage and is frightened of the aspect until the end of its next turn.

Spellcasting. The aspect's casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *alter self* (can become Medium), *detect magic*
3/day each: *dispel magic, phantasmal force*
1/day each: *mislead, programmed illusion, seeming*

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) force damage. If the target is a Large or smaller creature, it is also grappled (escape DC 17). The grappled target is also restrained. The aspect can grapple only one creature with his tail at a time.

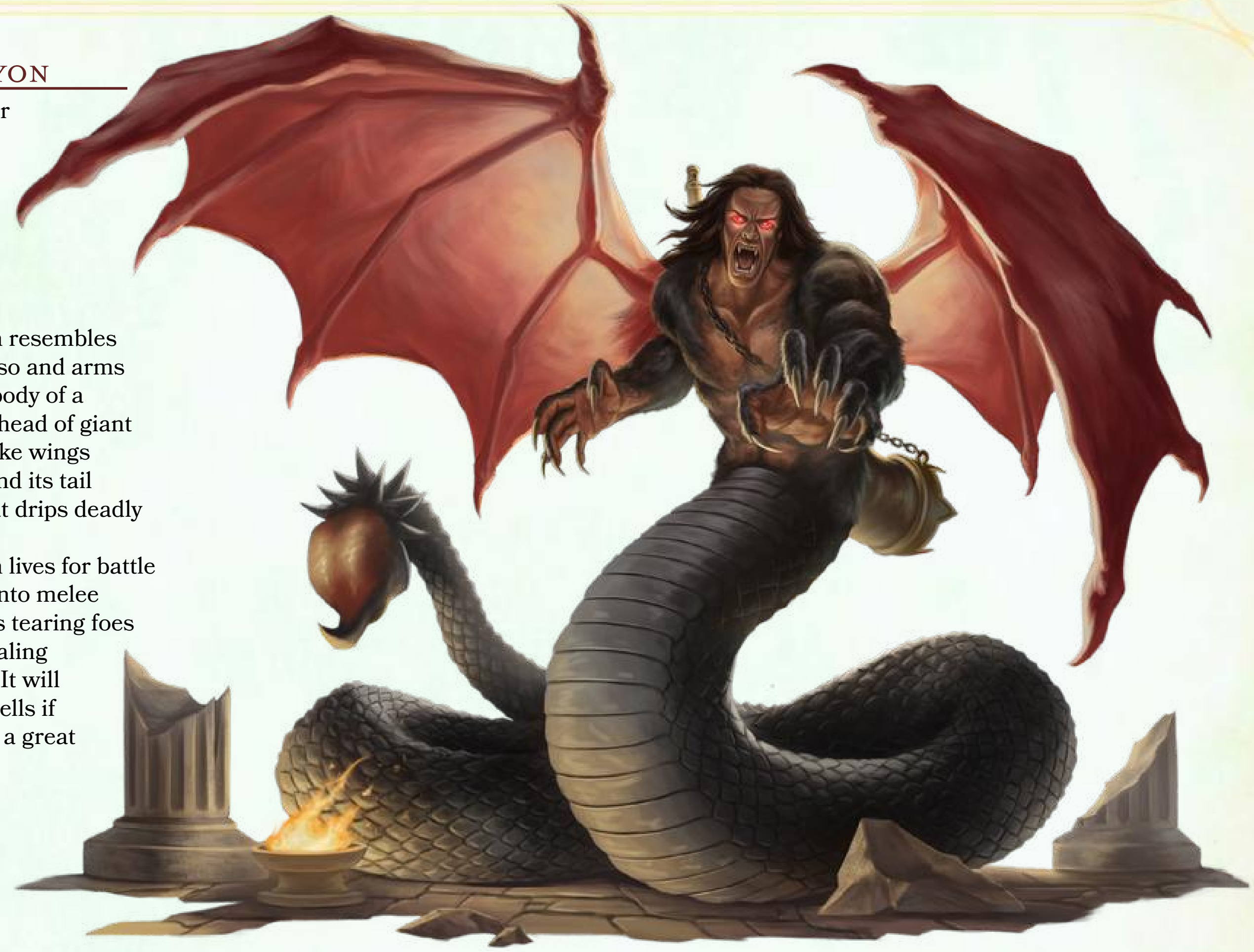
Terror (Costs 2 Actions). The aspect uses Phantasmal Terror.

Aspect of Geryon

It doesn't take much for Geryon to grant a petitioner an Aspect, for as long as the Aspect is to be used in hunting and destroying its enemies.

The Aspect of Geryon resembles a creature with the torso and arms of a gorilla, the lower body of a giant serpent, and the head of giant humanoid. Great bat-like wings spread from its back and its tail ends with a stinger that drips deadly venom.

The Aspect of Geryon lives for battle and relishes entering into melee combat where it enjoys tearing foes with its claws and impaling others with its stinger. It will only use its Horn or spells if hard-pressed or facing a great number of opponents.



Aspect of Geryon

Huge Fiend (Devil), Lawful Evil

Armor Class 15 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	14 (+2)	12 (+1)	17 (+3)

Skills Deception +7, Intimidation +7, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 60 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. The aspect regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The aspect dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The aspect makes one Claw attack and one Stinger attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) cold damage. If the target is Large or smaller, it is grappled (DC 17) and it is restrained until the grapple ends. The aspect can grapple one creature at a time. If the target is already grappled by the aspect, the target takes an extra 27 (6d8) cold damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature. *Hit:* 10 (2d4 + 5) force damage, and the target must succeed on a DC 16 Constitution saving throw or take 13 (2d12) poison damage and become poisoned until it finishes a short or long rest. The target's hit point maximum is reduced by an amount equal to half the poison damage taken. This reduction lasts until the poisoned condition is removed. The target dies if its hit point maximum is reduced to 0.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *alter self* (can become Medium when changing his appearance), *detect magic*

1/day: *banishment, ice storm, invisibility* (self only), *locate object, suggestion, wall of ice*

Teleport. The aspect magically teleports, along with any equipment he is wearing and carrying, up to 60 feet to an unoccupied space he can see.

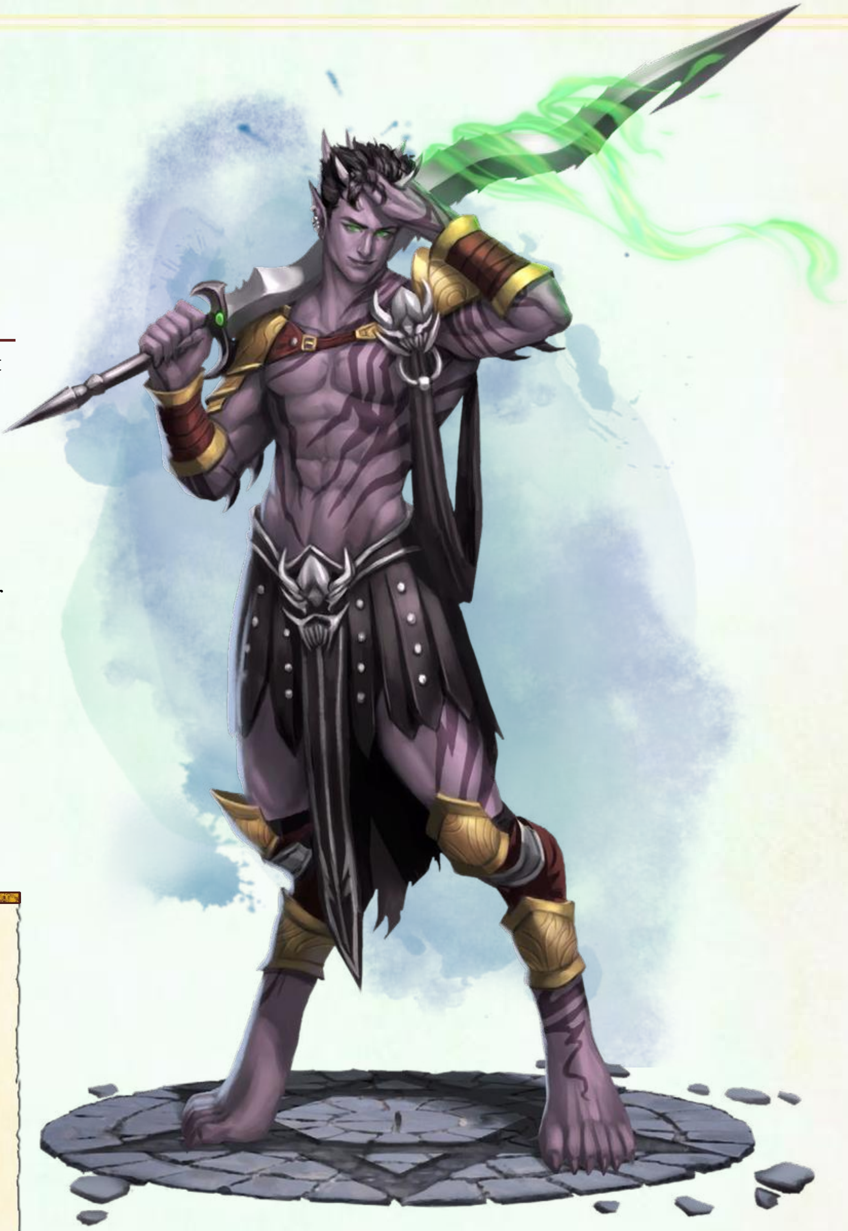
Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Infernal Glare. The aspect targets one creature he can see within 60 feet of him. The target must succeed on a DC 15 Wisdom saving throw or become frightened of the aspect until the end of its next turn.

Teleport. The aspect uses Teleport.

Swift Sting (Costs 2 Actions). The aspect makes one Stinger attack.



ASPECT OF GRAZ'ZT

Of all demon lords of the Abyss, Graz'zt is the most likely to grant a follower's petition for an Aspect. The Dark Prince of Pleasure, unable to resist feeding his vanity, enjoys the awe his Aspect inspires upon his worshipers.

The Aspect of Graz'zt stands just slightly smaller than its handsome progenitor at nearly 9-feet tall. Its muscular body is covered in dark purplish skin, and it has six fingers on each hand as well as six toes on each foot. It wields a greatsword that has the likeness and near power of Wave of Sorrow but nowhere near Graz'zt's skill in combat and magic.

In combat the Aspect will rely mostly on its martial prowess and Wave of Sorrow. It will only resort to its spells if faced with a challenging foe.

ASPECT OF GRAZ'ZT

Large Fiend (Demon), Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	17 (+3)	16 (+3)	21 (+5)

Skills Deception +10, Insight +8, Perception +8, Persuasion +10
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The aspect makes two Wave of Sorrow attacks. He can replace one attack with a use of Spellcasting.

Wave of Sorrow (Greatsword). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) force damage plus 14 (4d6) acid damage.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *charm person, detect magic*
1/day each: *darkness, dispel magic, dominate person, telekinesis*

Teleport. The aspect magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

BONUS ACTIONS

Change Shape. The aspect transforms into a form that resembles a Medium Humanoid or back into his true form. Aside from his size, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed.

REACTIONS

Negate Spell (Recharge 5–6). The aspect tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the aspect makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

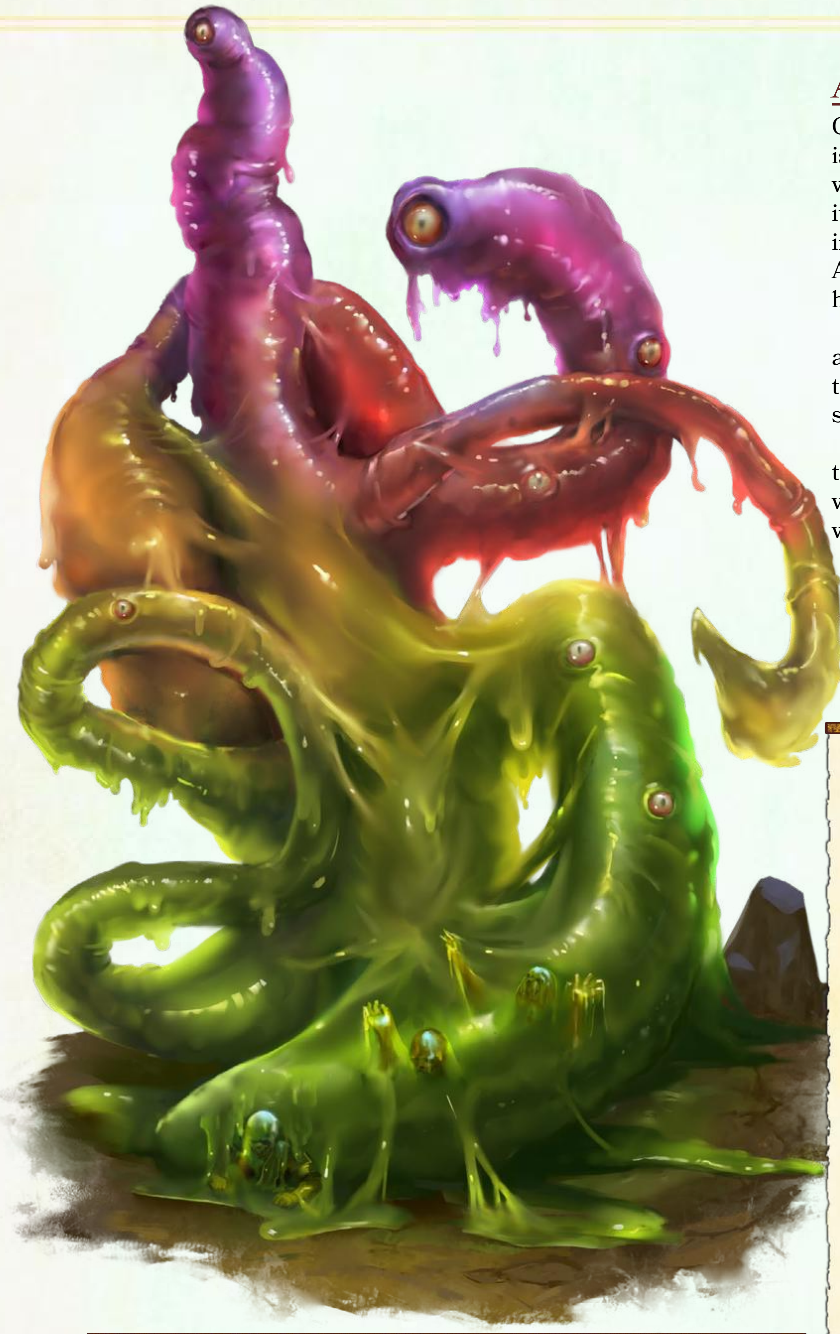
Abyssal Magic. The aspect uses Spellcasting or Teleport.
Dance, My Puppet! One creature charmed by the aspect that the aspect can see must use its reaction to move up to its speed as the aspect directs.
Attack (Costs 2 Actions). The aspect makes one Wave of Sorrow attack.

ASPECT OF JUIBLEX

Of all demon lords, the least likely to ever bestow an Aspect is Juiblex. The Faceless Lord is apathetic, even to its own worshipers. It would take a very specific reason for it to ever allow it, which is the promise to be able to consume and absorb an insurmountable number of living matter, such as unleashing the Aspect in the middle of a human bustling city or an elven tree-home community.

The Aspect of Juiblex will resemble a 9-foot tall, horrid-looking amorphous mound of greenish, slimy ooze with numerous tendrils. Its glistening, slimy body is riddled with pulsating blood-shot eyes and gaping, biting maws ridged with sharp teeth.

In combat, the Aspect will use its Eject Slime against armored targets and then concentrate its acid lash attacks against the most vulnerable foe, attempting to kill it quickly so it can consume it. It will seldom use its spells, unless to finish off a foe.



ASPECT OF JUIBLEX

Huge Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 161 (17d12 + 51)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	15 (+2)	15 (+2)	14 (+2)

Skills Perception +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 60 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Foul. Any creature, other than an Ooze, that starts its turn within 10 feet of the aspect must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. The aspect regains 10 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. The aspect dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spider Climb. The aspect can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The aspect makes two Acid Lash attacks.

Acid Lash. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 14 (3d6 + 4) acid damage. Any creature killed by this attack is drawn into the aspect's body, here the corpse is dissolved after 1 minute.

Eject Slime (Recharge 5–6). The aspect spews out a corrosive slime, targeting one creature that it can see within 60 feet of it. The target must succeed on a DC 15 Dexterity saving throw or take 44 (8d10) acid damage. Unless the target avoids taking all of this damage, any metal armor worn by the target takes a permanent −1 penalty to the AC it offers, and any metal weapon the target is carrying or wearing takes a permanent −1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to −5, the object is destroyed. The penalty on an object can be removed by the *mending* spell.

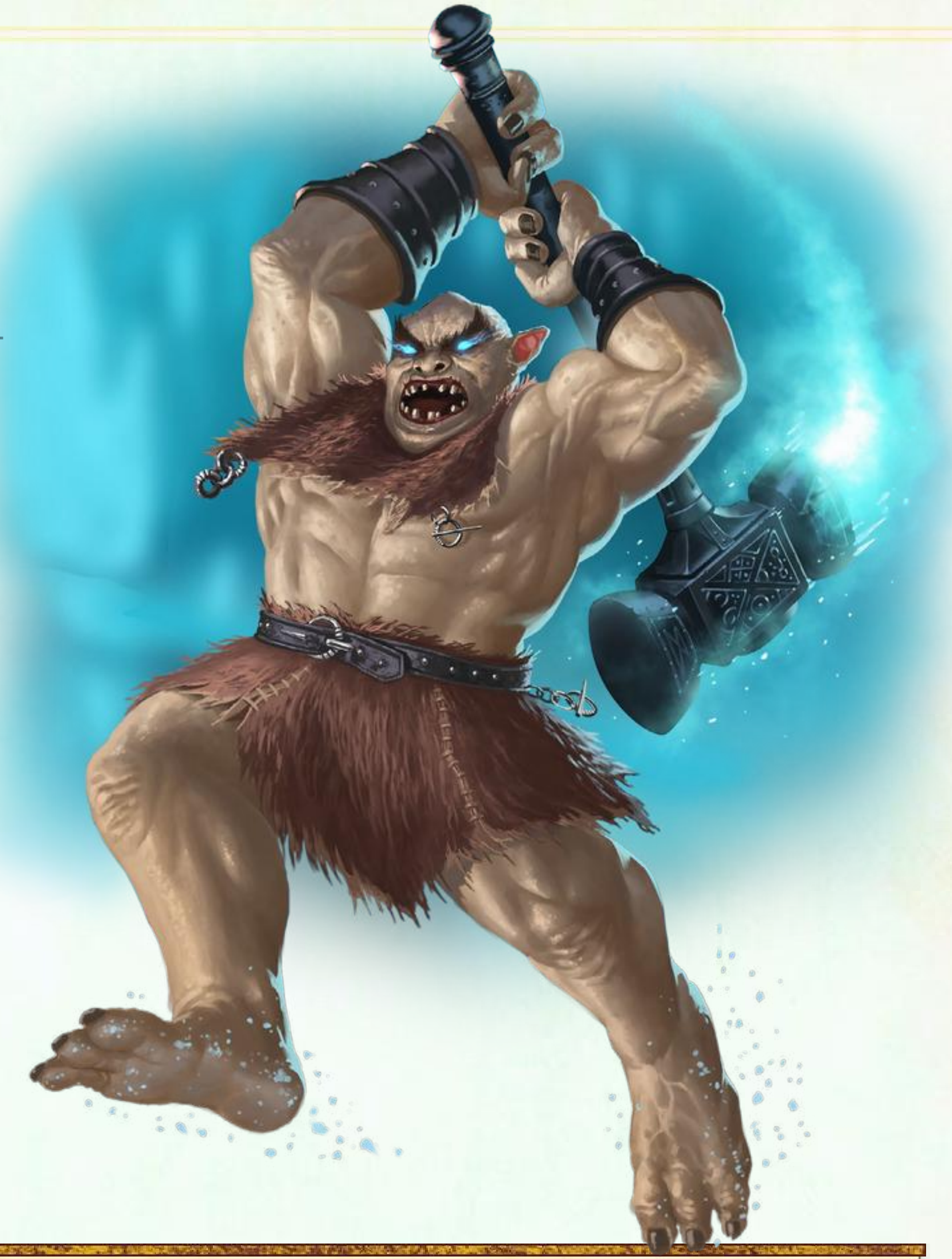
Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *detect magic*
1/day each: *contagion, gaseous form*

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Attack. The aspect makes one Acid Lash attack.
Corrupting Touch (Costs 2 Actions). *Melee Weapon Attack:* + 8 to hit, reach 10 ft., one creature. *Hit:* 14 (3d6 + 4) poison damage, and the target is slimed. Until the slime is scraped off with an action, the target is poisoned, and any creature, other than an Ooze, is poisoned while within 10 feet of the target.



ASPECT OF KOSTCHTCHIE

Kostchtchie will only answer petitions from his frost giant worshipers, and if ever, it doesn't take much effort for as long as it allows the Aspect to unleash its bloodthirsty rage and wreak havoc against as many enemies as possible.

The Aspect is nearly identical in size with its progenitor, resembling a cross between an ogre and a frost giant. Its muscular body is squat and rotund and stands about , and its skin is deathly white with shades of icy blue. It wields an almost exact copy of its mighty, oversized warhammer that emanates bluish frost.

In combat, the Aspect of Kostchtchie will hardly deviate from its course of action, which is to angrily crush and maim as many foes as it can, hardly casting any spells. The only thing that would cause it to alter its actions is when it spots a challenging opponent. It would then use its curse on its opponent before charging towards it.

ASPECT OF KOSTCHTCHIE

Large Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	13 (+1)	16 (+3)	14 (+2)

Skills Intimidation +7, Perception +8, Survival +8
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The aspect makes two melee attacks, only one of which can be a Bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) force damage.

Matalotok (Warhammer). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) force damage, or 17 (2d10 + 6) force damage if used with two hands to make a melee attack, and the weapon emits a burst of cold that deals 10 (3d6) cold damage to each creature within 30 feet of it.

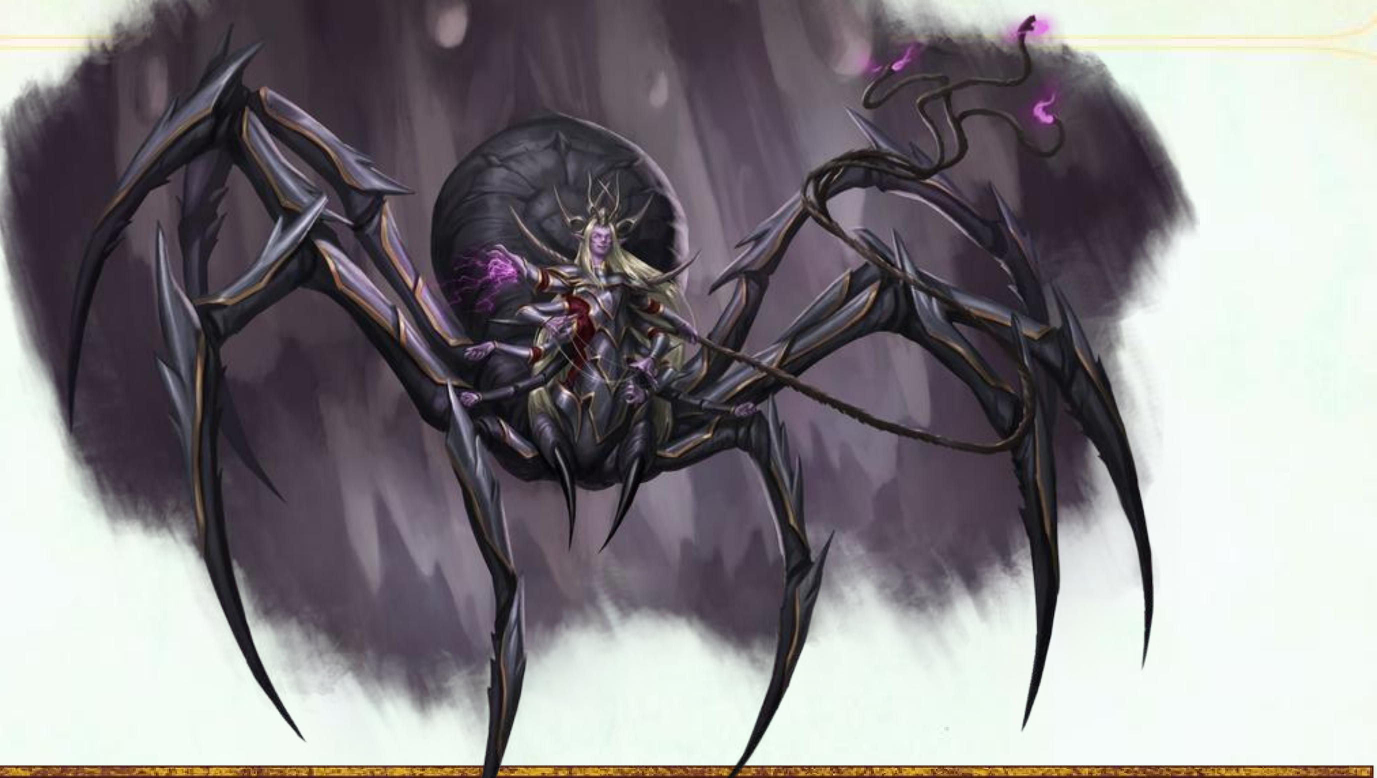
Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *command, darkness*
1/day each: *dispel evil and good, telekinesis, wind walk*

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Charge. The aspect moves up to its speed.
Attack (Costs 2 Actions). The aspect makes one melee weapon attack.
Curse (Costs 2 Actions). The aspect curses one creature it can see within 60 feet of it. The cursed creature gains vulnerability to all damage dealt by the aspect until the end of the aspect's next turn.



Aspect of Lolth

Huge Fiend (Demon), Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	19 (+4)	19 (+4)	22 (+6)

Skills Deception +12, Perception +10, Stealth +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 20
Languages Abyssal, Common, Elvish, Undercommon
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. If the aspect has at least 1 hit point, it regains 10 hit points at the start of her turn.

Spider Climb. The aspect can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the aspect knows the exact location of any creature in contact with the same web.

Web Walker. The aspect ignores movement restrictions caused by webbing.

Actions

Multiattack. The aspect uses Web. It then makes one Bite attack, one Whip attack, and two Foreleg attacks or uses Insidious Bolt three times.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) force damage, and if the target is a creature, it must succeed on a DC 18 Constitution saving throw. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to poison damage. Otherwise, the target takes 11 (2d10) poison damage and is poisoned for 1 minute on a failed save.

Whip. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit*: 14 (3d6 + 4) force damage plus 10 (3d6) poison damage, and the target has disadvantage on attack rolls and saving throws until the end of the aspect's next turn. In addition, the target must succeed on a DC 18 Strength saving throw or be pulled up to 25 feet toward the aspect.

Foreleg. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) force damage, and if the target is a creature, it is grappled (escape DC 14). While grappled, the target is restrained, takes 3 (1d6) necrotic damage at the start of each of the aspect's turns, and the aspect can't use one of its Forelegs on another target.

Insidious Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 7 (2d6) poison damage and 7 (2d6) psychic damage, and the target is poisoned until the end of the aspect's next turn. While poisoned, the target can't use reactions and has disadvantage on saving throws.

Web. *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one Huge or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 18 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to acid, poison, and psychic damage.

Spellcasting. The aspect casts one the following spells, requiring no material components ability and using Charisma as the spellcasting ability (spell save DC 20):

At will: *alter self* (can become a Medium female Drow when changing her appearance), *detect magic, web*
1/day each: *confusion, dispel magic, dominate person, fly*

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Insidious Poison. The aspect chooses one creature within 30 feet that it has poisoned. The target must make a DC 20 Wisdom saving throw. On a failed save, the target uses its reaction to move up to half its speed as the aspect directs and make one weapon attack against a visible creature of the aspect's choice.

Web. The aspect uses Web.

Attack (Costs 2 Actions). The aspect attacks with its Whip or Foreleg.

ASPECT OF LOLTH

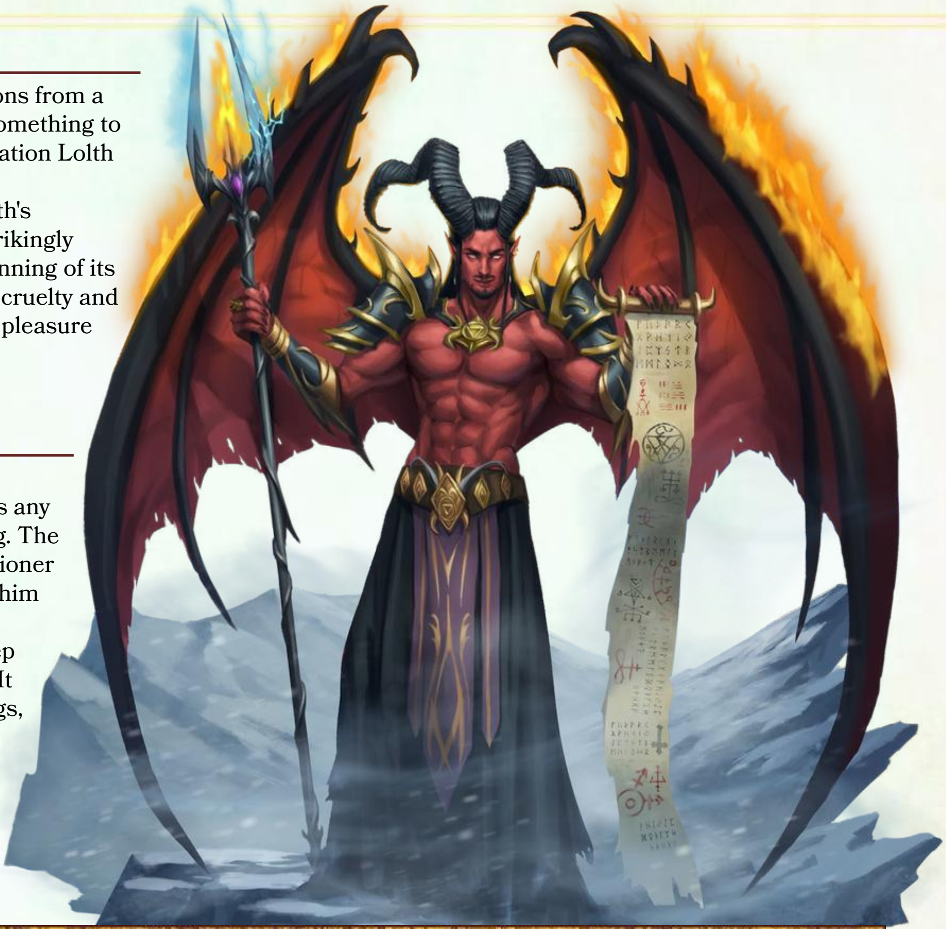
The Demon Queen of Spiders will only answer petitions from a favored drow worshiper, and only if the petition has something to do with taking vengeance against an entity or organization Lolth hates.

The Aspect of Lolth will always appear as that of Lolth's drider-form or that of a gigantic spider with Lolth's strikingly beautiful head. While it may not match the natural cunning of its progenitor, the Aspect will still personify her extreme cruelty and hatred against all non-Drow races and will take great pleasure in tormenting and destroying its foes.

ASPECT OF MEPHISTOPHELES

Of all archdevils, Mephistopheles is the least likely to bestow an Aspect. The Lord of Cania rarely entertains any of its worshipers and hates any distractions they bring. The only time it would consider granting one is if the petitioner is an exceptional wizard or sage that can be of use to him and is willing to sign over their souls.

The Aspect of Mephistopheles stands 9 feet, has deep crimson skin, and handsome albeit devilish features. It has blood-red pupils, thick, jet-black hair, bat-like wings, and long horns that curl backward. The Aspect is often dressed in a wizard's robes but without the top, revealing a muscular bare chest. It wields a flaming ranseur.



ASPECT OF MEPHISTOPHELES

Large Fiend (Devil), Lawful Evil

Armor Class 17 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	18 (+4)	18 (+4)	19 (+4)

Skills Arcana +9, History +9, Investigation +9, Perception +9, Persuasion +9, Religion +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Hellfire Aura. A creature that starts its turn within 10 feet of the aspect, or touches it or hits it with a melee attack while within 10 feet of it and the Hellfire Aura is active takes 4 (1d8) fire damage and 4 (1d8) necrotic damage. Any humanoid killed by Hellfire Aura has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. The creature can be restored to life only by means of a *wish* spell followed by a *true resurrection* spell. The aspect can activate or dismiss its Hellfire Aura with a bonus action.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The aspect makes two Ranseur attacks.

Ranseur. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) force damage plus 11 (2d10) cold, fire, or lightning damage (aspect's choice).

Hellfire Gaze (Recharge 5–6). Unless the aspect is blinded, its eyes emit hellfire in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. Any humanoid killed by Hellfire Gaze has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. The creature can be restored to life only by means of a *wish* spell followed by a *true resurrection* spell.

Teleport. The aspect magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The aspect can cast the following spells, requiring no material components, and using Charisma as its spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *alter self* (can become Medium when changing its appearance), *detect magic, mage hand, ray of frost* (4d8)
2/day each: *charm monster, fireball, Otiluke's resilient sphere, telekinesis*
1/day each: *chain lightning, cone of cold, dispel magic, wall of fire*

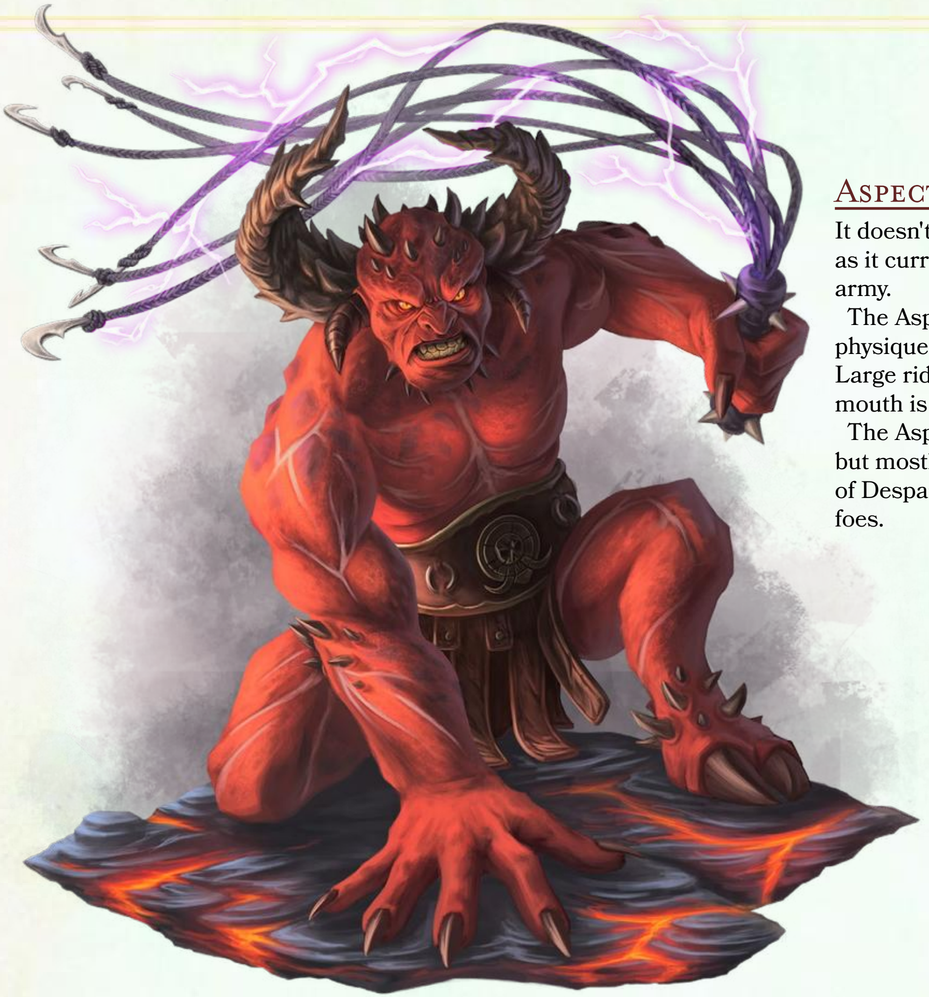
REACTIONS

Absorb Spell (Recharge 5–6). The aspect tries to interrupt a spell it sees a creature casting within 60 feet of it. If the spell is 3rd level or lower, the spell fails and has no effect, and the aspect regains hit points equal to the twice the spell's level. If the spell is 4th level or higher, the aspect makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Attack. The aspect makes one Ranseur attack.
Infernal Magic (Costs 2 Actions). The aspect uses Spellcasting or Teleport.



ASPECT OF MOLOCH

It doesn't take much for Moloch to grant petitioners an Aspect, as it currently needs coins, gems, and treasure to help build an army.

The Aspect of Moloch has a powerful, stout crimson-skinned physique with thick arms and legs that ripple with muscle. Large ridged horns sprout from the side of its head and its mouth is filled with fearsome sharp teeth.

The Aspect has an array of abilities to employ against its foes, but mostly relies on its martial-based abilities. It uses its Breath of Despair as often as it can, especially against large groups of foes.

ASPECT OF MOLOCH

Large Fiend (Devil), Lawful Evil

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	16 (+3)	13 (+1)	17 (+3)

Skills Deception +7, Intimidation +7, Perception +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 60 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. The aspect regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The aspect dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The aspect makes one Bite attack, one Claw attack, and one Many-Tailed Whip attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) fire damage.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) force damage.

Many-Tailed Whip. Melee Weapon Attack: +9 to hit, reach 30 ft., one target. Hit: 10 (2d4 + 5) lightning damage plus 5 (1d10) thunder damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pulled up to 30 feet in a straight line toward the aspect.

Breath of Despair (Recharge 5-6). The aspect exhales in a 30-foot cube. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 27 (5d10) psychic damage, drop whatever it is holding, and become frightened of the aspect for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the aspect by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the aspect, the creature can repeat the saving throw, ending the effect on itself on a success.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

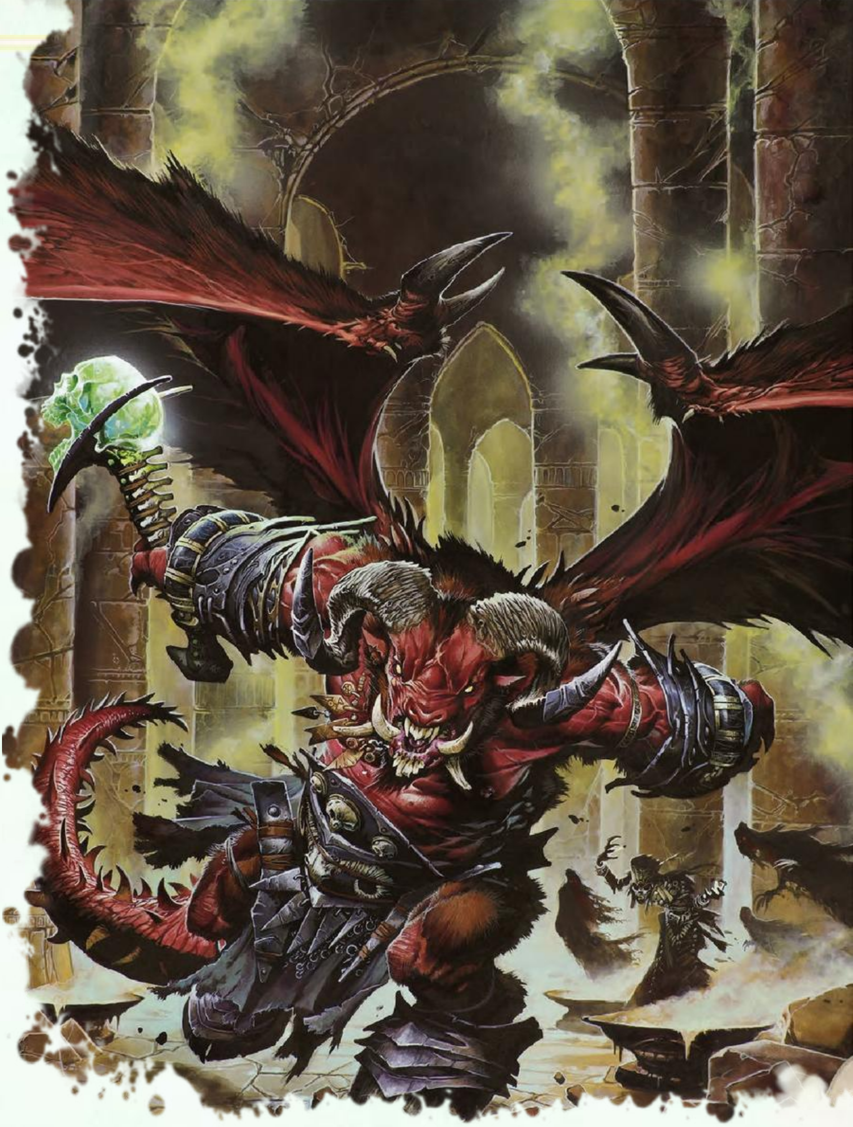
At will: *alter self* (can become Medium when changing its appearance), detect magic
1/day each: *confusion, fly, major image, stinking cloud, suggestion, wall of fire*

Teleport. The aspect teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Claw. The aspect makes a Claw attack.
Teleport. The aspect uses Teleport.
Cast a Spell (Costs 2 Actions). The aspect uses Spellcasting.



Aspect of Orcus

Petitioning Orcus for an Aspect will only have a chance of success if the reason for the petition furthers the goal of the Demon Prince of Undeath, which is the nullification of all life.

The Aspect of Orcus stands about 12 feet tall and has a disgusting corpulent body that is covered with animal hair. Its head and legs resemble that of an emaciated giant goat and massive leathery bat-like wings spread from its back. In its hand is a lesser but still potent copy of its dreadful weapon, the Wand of Orcus.

The Aspect of Orcus always begins combat by summoning undead before wading into battle. If it finds an opportunity to trap or block targets within melee range from escaping, it will use its Creeping Death ability and cast it centered on its space.

Aspect of Orcus

Huge Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor), 17 with the *Wand of Orcus*
Hit Points 189 (18d12 + 72)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	15 (+2)	15 (+2)	19 (+4)

Skills Arcana +7, Perception +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The aspect makes two Wand of Orcus, Tail, or Necrotic Bolt attacks.

Wand of Orcus. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 13 (2d12) necrotic damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) force damage plus 9 (2d8) poison damage.

Necrotic Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage.

Conjure Undead (1/Day). While holding the Wand of Orcus, the aspect conjures Undead creatures whose combined average hit points don't exceed 150. These creatures magically rise up from the ground or otherwise form in unoccupied spaces within 150 feet of the aspect and obey his commands until they are destroyed or until he dismisses them as an action.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic*
3/day: *animate dead* (as an action)
1/day each: *blight, circle of death, dispel magic, speak with dead*

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

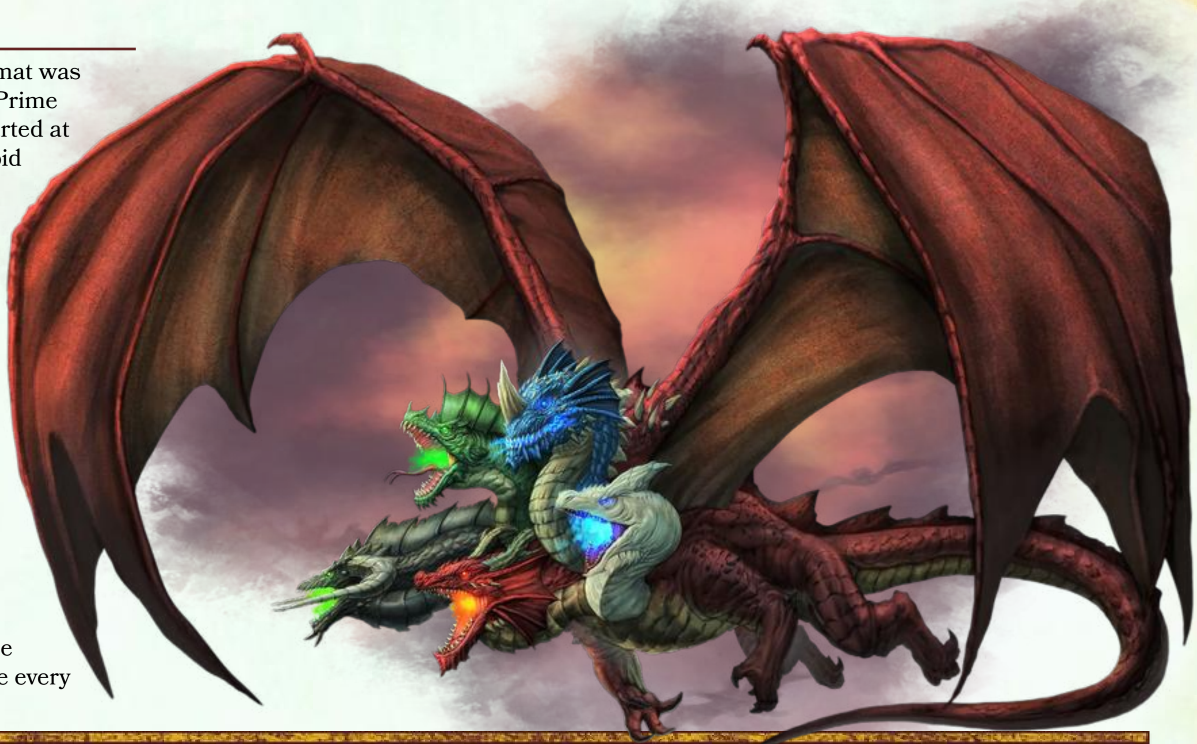
Necrotic Bolt. The aspect makes one Necrotic Bolt attack.
Tail (Costs 2 Actions). The aspect makes one Tail attack.
Creeping Death (Costs 2 Actions). The aspect chooses a point on the ground that it can see within 100 feet of it. A cylinder of swirling necrotic energy 60 feet tall and with a 10-foot radius rises from that point and lasts until the end of the aspect's next turn. Creatures in that area have vulnerability to necrotic damage.

Aspect of Tiamat

It was only recently that Tiamat was almost able to return to the Prime Material Plane but was thwarted at the last moment by an intrepid group of heroes. She will be willing to grant a petitioner an Aspect if it would somehow help her further her goal of escaping her eternal prison in the Nine Hells.

The Aspect of Tiamat will appear as a huge multi-headed dragon with each chromatic dragon head represented.

The Aspect of Tiamat may not be as powerful as its progenitor, but it is still a terrifying entity to engage. Not many can survive a single dragon's breath, let alone one every turn.



Aspect of Tiamat

Huge Fiend (Devil), Lawful Evil

Armor Class 19 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	19 (+4)	19 (+4)	21 (+5)

Skills Arcana +10, Perception +10, Religion +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, fire, lightning, poison
Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned
Senses blindsight 60 ft., darkvision 240 ft., passive Perception 20
Languages Common, Draconic, Infernal
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. If the aspect has at least 1 hit point, it regains 10 hit points at the start of its turn.

Multiple Heads. The aspect can take one reaction per turn, rather than only one reaction per round. It also has advantage on saving throws against being knocked unconscious. If it fails a saving throw against an effect that would stun a creature, one of its unspent legendary actions is spent.

Actions

Multiattack. The aspect can use its Frightful Presence. It then makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the aspect's choice that is within 120 feet of the aspect and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the aspect's Frightful Presence for the next 24 hours.

Legendary Actions

The aspect can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

The aspect's legendary actions are associated with its five dragon heads (a bite and a breath weapon for each). Once the aspect chooses a legendary action for one of its heads, it can't choose another one associated with that head until the start of its next turn.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) acid damage (black dragon head), lightning damage (blue dragon head), poison damage (green dragon head), fire damage (red dragon head), or cold damage (white dragon head).

Black Dragon Head (Costs 2 Actions). The aspect exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Green Dragon Head (Costs 2 Actions). The aspect exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Blue Dragon Head (Costs 2 Actions). The aspect exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Red Dragon Head (Costs 2 Actions). The aspect exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

White Dragon Head (Costs 2 Actions). The aspect exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

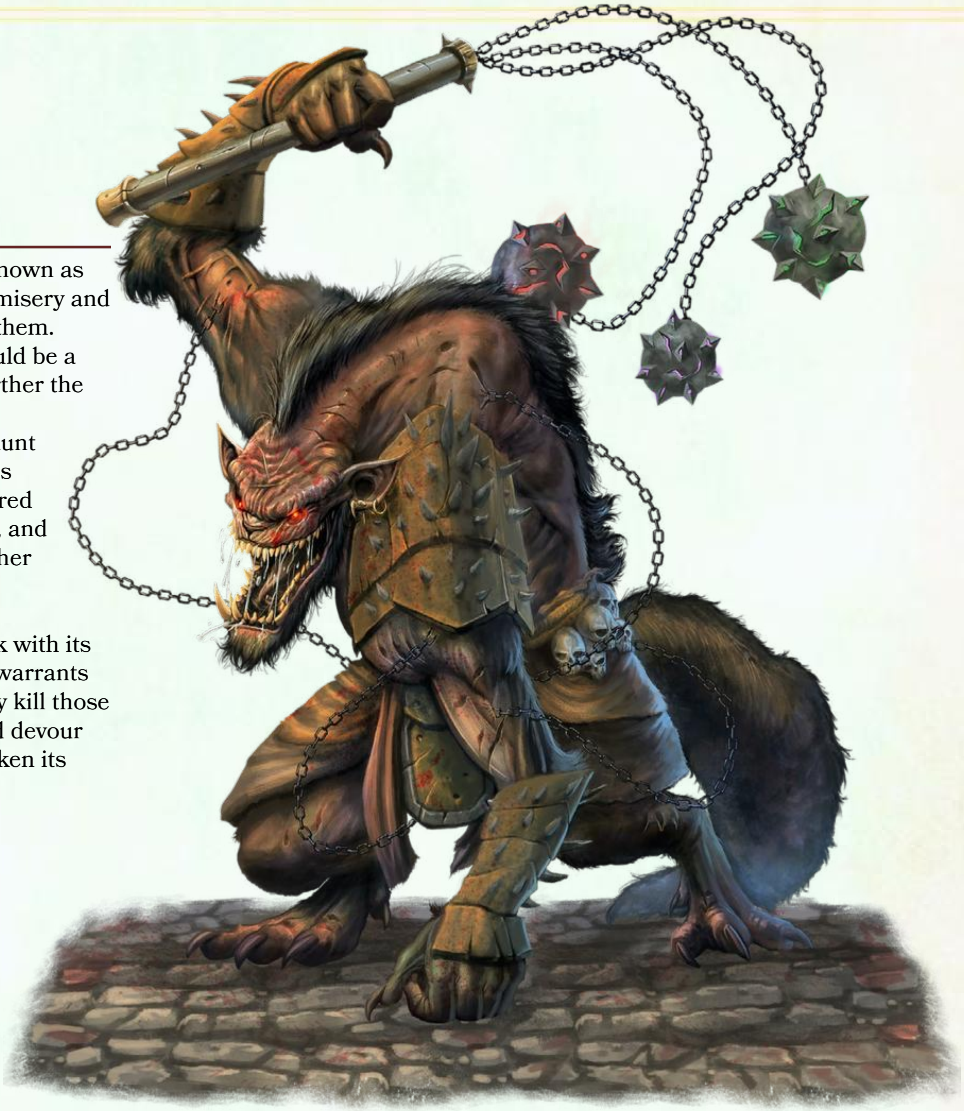
Aspect of Yeenoghu

The god of gnolls, the demon lord Yeenoghu is also known as the Lord of Savagery. Cruel and sadistic, he spreads misery and enjoys inflicting pain on his foes before slaughtering them.

For Yeenoghu to grant an Aspect, the petitioner should be a powerful gnoll or flind and must use the Aspect to further the Beast of Butchery's need for murder and destruction.

The Aspect of Yeenoghu appears as a 12-foot tall, gaunt gnoll with emaciated features. Its body, which radiates an overpowering and disgusting musky smell, is covered with a leathery hide topped with a dirty orange mane, and protected with garish, spiked armor scraps tied together with chains and decorated with the flayed skin of its progenitor's foes.

In combat, the Aspect of Yeenoghu will mostly attack with its flail, never bothering with spells unless the situation warrants it. If given the chance, the Aspect will not immediately kill those it fights. Instead, it will maim them first, then slay and devour those they love in front of them. Only when it has broken its foes will it finish them off.



Aspect of Yeenoghu

Huge Fiend (Demon), Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	11 (+0)	18 (+4)	12 (+1)

Skills Intimidation +6, Perception +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The aspect makes three Flail attacks.

Flail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 5 (1d10) force damage. If it is the aspect's turn, the aspect can cause the target to suffer one of the following additional effects, each of which he can apply only once per turn:

Confusion. The target must succeed on a DC 14 Wisdom saving throw or be affected by the *confusion* spell until the start of the aspect's next turn.
Force. The target takes an extra 11 (2d10) force damage.
Paralysis. The target must succeed on a DC 14 Constitution saving throw or be paralyzed until the start of the aspect's next turn.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 (1d8) acid damage.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *detect magic*
1/day each: *dispel magic, fear, invisibility, teleport*

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

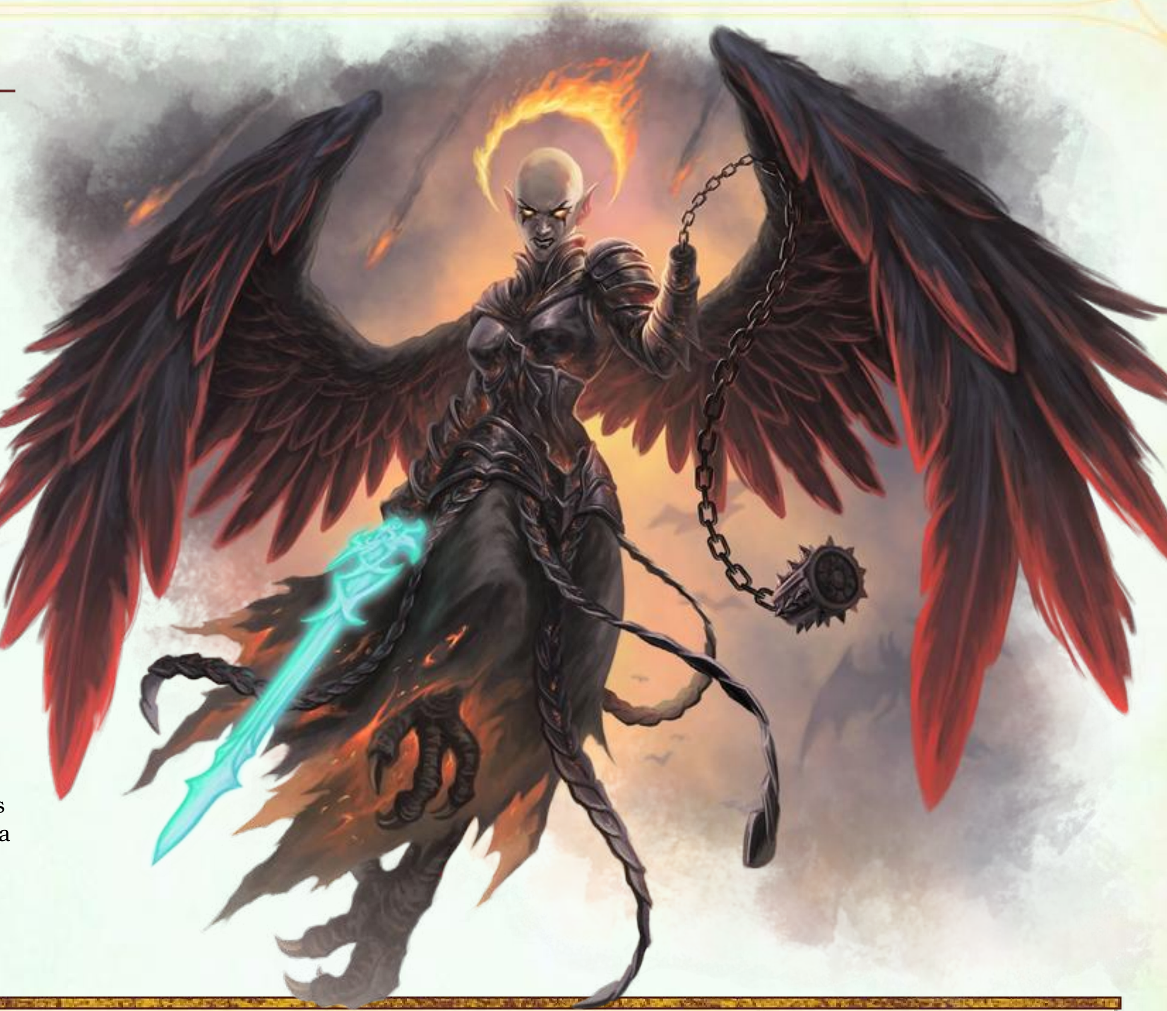
Charge. The aspect moves up to its speed.
Swat Away. The aspect makes one Flail attack. If the attack hits, the target must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet in a straight line away from the aspect. If the saving throw fails by 5 or more, the target is also knocked prone.
Savage (Costs 2 Actions). The aspect makes a separate Bite attack against each creature within 10 feet of it.

ASPECT OF ZARIEL

Zariel grants petitioners her Aspect if it will help her cause, especially if the Aspect is used to train warriors that may eventually become part of Zariel's army.

Zariel's Aspect resembles a 9-foot tall female with angelic features, but its facial expressions twisted in an eternal scowl. It has three horns sprouting from its forehead that curls over its head seemingly like a helmet and legs that resemble a goat's. Wings that once had feathers now burn with an eternal flame, spread from its back.

The Aspect of Zariel wields a flaming sword and javelin, which it relies on most during combat, just like its progenitor. Priding itself a true warrior, the Aspect rarely uses its spells and abilities unless faced with a powerful foe.



ASPECT OF ZARIEL

Large Fiend (Devil), Lawful Evil

Armor Class 17 (natural armor)
Hit Points 241 (23d10 + 115)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	19 (+4)	20 (+5)	22 (+6)

Skills Intimidation +11, Perception +10
Damage Resistances cold, fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 60 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the aspect's darkvision.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Regeneration. The aspect regains 10 hit points at the start of its turn. If it takes radiant damage, this trait doesn't function at the start of its next turn. The aspect dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The aspect makes two Flail or Longsword attacks. It can replace one attack with a use of Horrid Touch, if available.

Flail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) force damage plus 9 (2d8) fire damage.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) radiant damage, or 16 (2d10 + 5) radiant damage if used with two hands, plus 9 (2d8) fire damage.

Horrid Touch (Recharge 5–6). The aspect touches one creature within 10 feet of her. The target must succeed on a DC 19 Constitution saving throw or take 33 (6d10) necrotic damage and be poisoned for 1 minute. While poisoned in this way, the target is blinded and deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Teleport. The aspect magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The aspect's casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *alter self* (can become Medium when changing her appearance), *detect evil and good*
1/day each: *blade barrier, dispel evil and good, fireball, invisibility* (self only), *major image, wall of fire*

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Teleport. The aspect uses Teleport.
Immolating Gaze (Costs 2 Actions). The aspect turns its magical gaze toward one creature it can see within 120 feet of it and commands it to burn. The target must succeed on a DC 19 Wisdom saving throw or take 16 (3d10) fire damage.

ASPECT OF ZUGGTMOY

Large Fiend (Demon), Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 142 (19d10 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Skills Perception +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The aspect makes three Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) force damage plus 9 (2d8) poison damage.

Spellcasting. The aspect casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect magic, locate animals or plants*
1/day each: *dispel magic, entangle, plant growth, teleport*

BONUS ACTIONS

Infestation Spores (3/Day). The aspect releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Any creature in the cloud when it appears, or that enters it later, must make a DC 14 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy, which lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" section in the *Monster Manual*).

Mind Control Spores (Recharge 5–6). The aspect releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Humanoids and Beasts in the cloud when it appears, or that enter it later, must make a DC 14 Wisdom saving throw. On a successful save, a creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by her and can't be reinfected by these spores.

REACTIONS

Protective Thrall. When the aspect is hit by an attack roll, one creature within 10 feet of her that is charmed by her is hit by the attack instead.

LEGENDARY ACTIONS

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

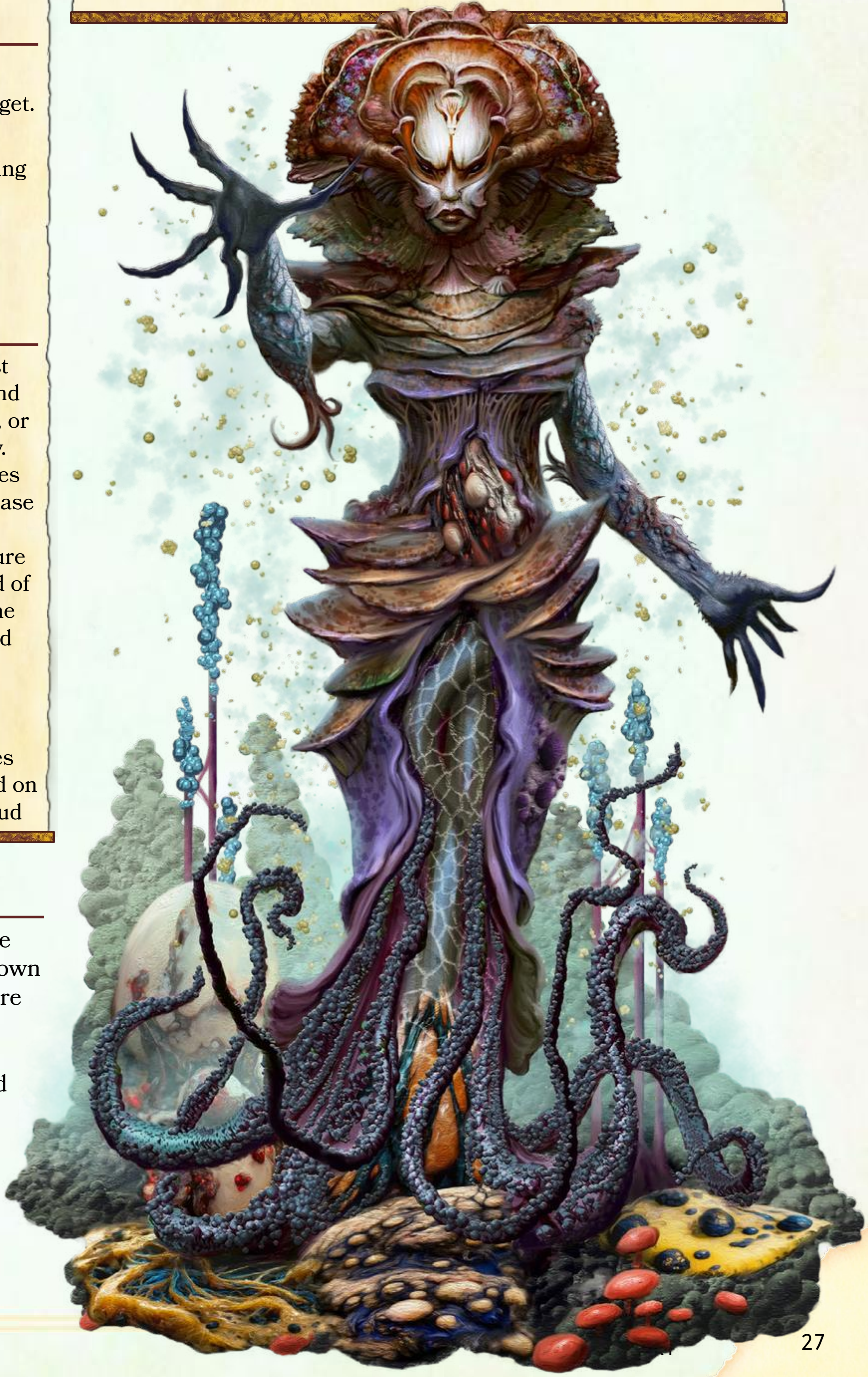
Exert Will. One creature charmed by the aspect that she can see must use its reaction, if available, to move up to its speed as she directs or to make one weapon attack against a target that she designates.
Attack (Costs 2 Actions). The aspect makes one pseudopod attack.

ASPECT OF ZUGGTMOY

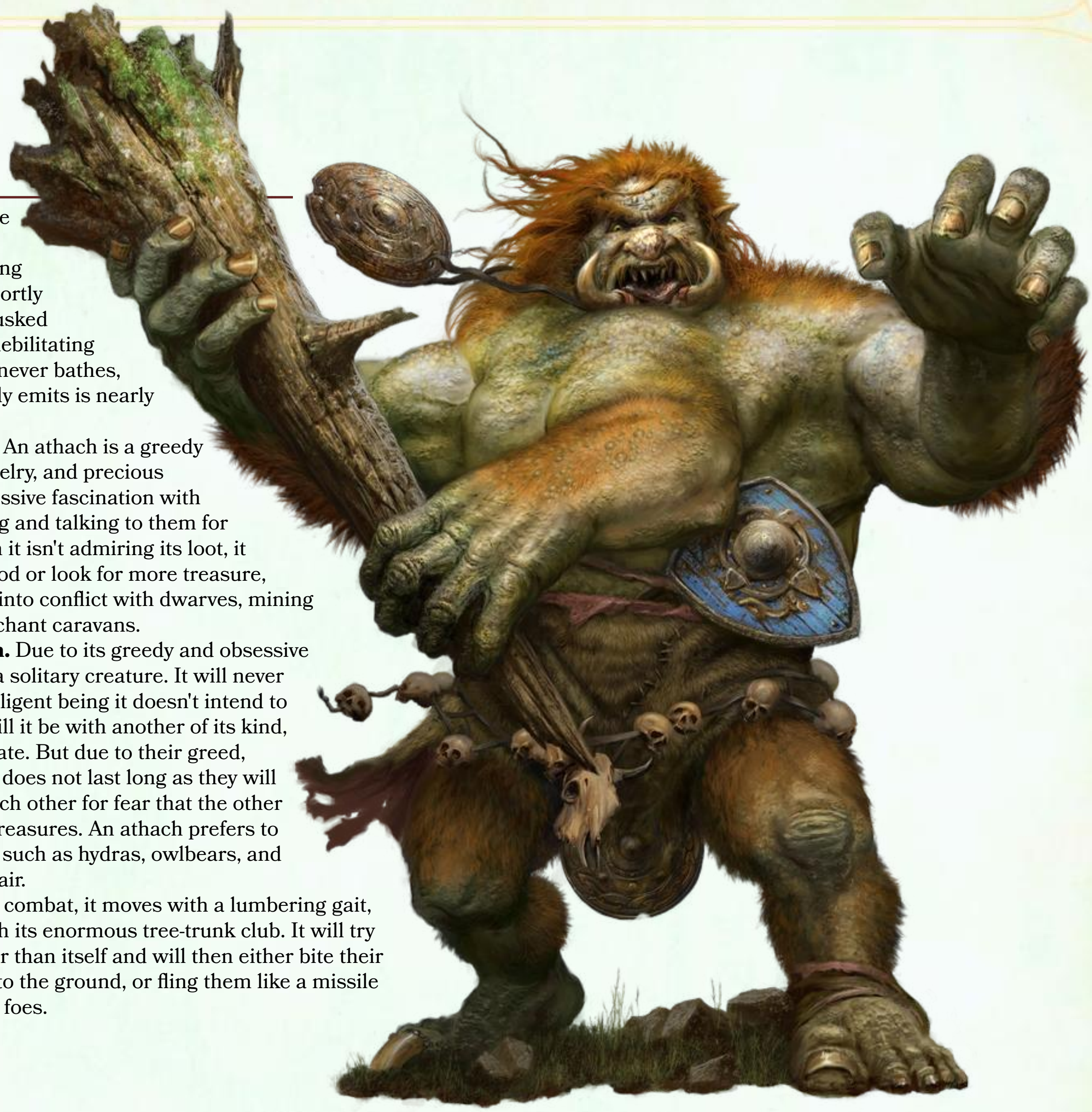
The Aspect of Zuggtmoy looks like a 14-foot tall fungal creature that has the features of a female humanoid dressed in a faux gown made of lichen and mycelium. Sprouting from its lower torso are fibrous tentacle-like pseudopods that excrete poison.

To prepare for a big fight, the Aspect of Zuggtmoy will always create thralls and spore creatures first. Only when it is satisfied that is has enough, will it venture forth to seek its enemies.

In combat, the Aspect of Zuggtmoy will lash at and batter its foes with its pseudopods. If it can catch more than two targets, it will release its infestation spores. Those that survive its initial attacks will be subjected to its mind control spores.



ATHACH



ATHACH

An athach is a massive 18-foot tall giant that has a third arm growing from its malformed, portly body and a gnarled, tusked maw that drips with debilitating venom. The creature never bathes, and the stench its body emits is nearly overpowering.

Obsessive Hoarder. An athach is a greedy collector of gems, jewelry, and precious metals. It has an obsessive fascination with such objects, polishing and talking to them for hours in its lair. When it isn't admiring its loot, it sets out to hunt for food or look for more treasure, which directly puts it into conflict with dwarves, mining settlements, and merchant caravans.

Paranoid Sociopath. Due to its greedy and obsessive nature, the athach is a solitary creature. It will never live with another intelligent being it doesn't intend to eat, and very rarely will it be with another of its kind, except probably its mate. But due to their greed, the relationship often does not last long as they will soon try to murder each other for fear that the other will steal the other's treasures. An athach prefers to keep monstrous pets, such as hydras, owlbears, and otyughs, to guard its lair.

Grappling Brute. In combat, it moves with a lumbering gait, crushing enemies with its enormous tree-trunk club. It will try to grab targets smaller than itself and will then either bite their heads off, slam them to the ground, or fling them like a missile weapon against other foes.

ATHACH

Huge Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	23 (+6)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The athach makes two Greatclub attacks and one Slam attack. It can use Slam Foe or Fling in place of its Slam attack. If the athach is grappling a creature, the attach can also use its Bite.

Greatclub. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage, and if the target is Large or smaller, it is grappled (escape DC 18) and restrained until the grapple ends, and the athach can't use Slam on another target.

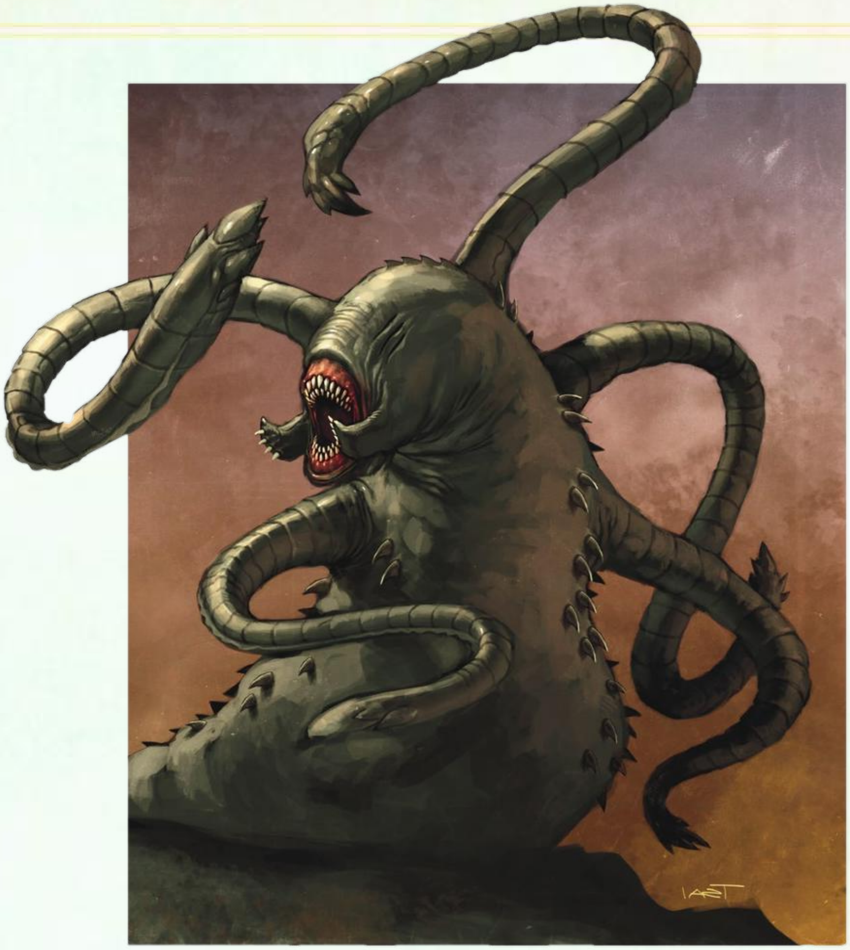
Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one grappled creature. *Hit:* 15 (2d6 + 8) piercing damage, and if the target is a creature, it must make a DC 18 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Slam Foe. The athach slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. Each creature must succeed on a DC 20 Strength saving throw or take 15 (2d6 + 8) bludgeoning damage and be stunned until the end of the athach's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Fling. One creature grappled by the athach is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 8 + 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

BALHANNOTH



ELDER BALHANNOTH

A balhannoth, if left alone for decades, can gain a vast amount of power from devouring countless victims. It eventually evolves into the more fearsome elder balhannoth. Extremely rare even in the Shadowfell, the elder balhannoth will either take over balhannoth colonies as its alpha or destroy and consume everything (even its kin) within miles of its territory to ensure it has no competition.

Irresistible Lure. The elder balhannoth has developed an ability to emit an aura of enchantment around it. When a creature enters this aura, the elder balhannoth immediately digs deep into its mind, draws forth its greatest desires, and then projects a reality-warping manifestation of it that only the unwitting creature can see. This causes the victim to approach the elder balhannoth, oblivious to the actual danger.

BALHANNOTH, ELDER

Huge Aberration, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	7 (-2)	16 (+3)	15 (+2)

Saving Throws Con +11
Skills Perception +8
Condition Immunities blinded
Senses blindsight 500 ft. (blind beyond this radius), passive Perception 18
Languages understands Deep Speech, telepathy 1 mile
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Enticing Presence. Any non-balhannoth creature that starts its turn within 60 feet of the balhannoth must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed by the balhannoth for 1 minute. While charmed by the balhannoth, a target is incapacitated. If the charmed target is more than 5 feet away from the balhannoth, the target can take the Dash action on its turn to move toward the balhannoth by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the balhannoth, a target can repeat the saving throw.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the balhannoth's Enticing Presence for the next 24 hours.

Legendary Resistance (3/Day). If the balhannoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The balhannoth makes one Bite attack and two Tentacle attacks. It can use Tentacle Slam in place of one Tentacle attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

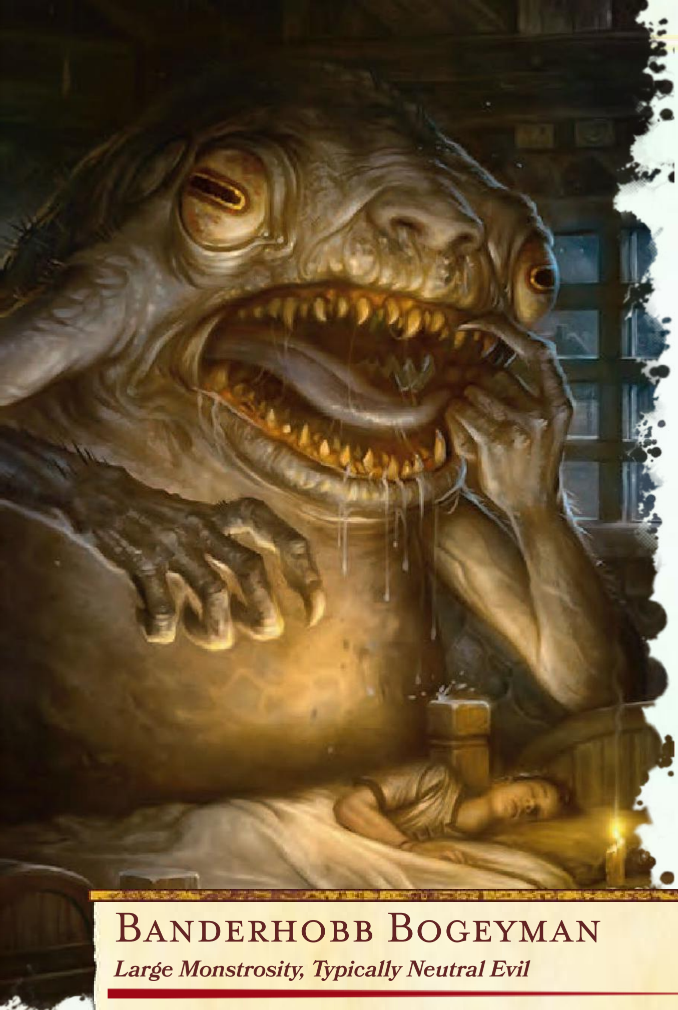
Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 18) and is moved up to 10 feet toward the balhannoth. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. The balhannoth has four tentacles.

Tentacle Slam. The balhannoth slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 15 (3d6 + 5) bludgeoning damage and be stunned until the end of the balhannoth's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

LEGENDARY ACTIONS

The balhannoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The balhannoth regains spent legendary actions at the start of its turn.

Bite. The balhannoth makes one Bite attack against one creature it has grappled.
Teleport. The balhannoth teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.
Vanish. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.
Tentacle (Costs 2 Actions). The balhannoth makes one Tentacle attack or uses Tentacle Slam.



Banderhobbs

Banderhobb Bogeyman

Once in awhile, there will be a banderhobb of exceptional guile and skill that reforms in the Shadowfell. Birthing the legend of the Bogeyman, this deadly banderhobb can shift from the Shadowfell and into the Material Plane. While it enjoys feeding on flesh, the banderhobb bogeyman needs to consume psychic energy generated by frightened beings to fuel its magical abilities.

It is not unusual for a banderhobb bogeyman to lead a band of banderhobb shadow assassins and raiders.

Banderhobb Shadow Assassin and Raider

Banderhobbs usually have a short existence. They expire once they fulfill their duties, leaving only a puddle of dark goo and a puff of shadow. In rare instances, however, a banderhobb may reform in the Shadowfell and continue to live the rest of its existence there, evolving into more mature and dangerous versions of their standard ilk. They eventually band together, loosely kept in line by the most powerful in their group. They are often hired and summoned by fiends, cultists, and evil spellcasters to serve as mercenaries.

Banderhobb Bogeyman

Large Monstrosity, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Skills Athletics +9, Deception +7, Stealth +11
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 12
Languages understands Common and the languages of its creator, but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Feed on Fear. A frightened creature that starts its turn within 20 feet of the banderhobb takes 3 (1d6) psychic damage, unless the banderhobb is incapacitated. Each time a creature takes damage this way, the banderhobb regains 3 (1d6) hit points and gains advantage on melee attack rolls until the end of its next turn.

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Actions

Multiattack. The banderhobb uses Frightful Presence. It then makes one Bite attack, one Tongue attack, and two Claw attacks. It can replace one attack with a use of Shadow Step.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its Bite attack or Tongue attack on another target.

Tongue. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 14 (4d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 7 (2d6) psychic damage, and the target must make a DC 15 Wisdom saving throw or become frightened until the end of the banderhobb's next turn.

Swallow. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Medium or smaller creature grappled by the banderhobb. *Hit:* 22 (5d6 + 5) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Frightful Presence. Each creature of the banderhobb's choice that is within 60 feet of the banderhobb and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the banderhobb's Frightful Presence for the next 24 hours.

Shadow Step. The banderhobb teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see.

Spellcasting. The banderhobb casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *darkness, detect thoughts, phantasmal force*
2/day each: *major image, phantasmal killer, plane shift* (self only)

Bonus Actions

Shadow Stealth. While in dim light or darkness, the banderhobb takes the Hide action.

Banderhobb Shadow Assassin

Large Monstrosity, Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	12 (+1)	14 (+2)	8 (-1)

Skills Athletics +7, Acrobatics +7, Stealth +10
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 12
Languages understands Common and the languages of its creator, but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the banderhobb has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the banderhobb scores against a surprised creature is a critical hit.

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Sneak Attack (1/Turn). The banderhobb deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the banderhobb that isn't incapacitated and the banderhobb doesn't have disadvantage on the attack roll.

Actions

Multiattack. The banderhobb makes one Bite attack and one Tongue attack. It can replace one attack with a use of Shadow Step.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its Bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb.

Swallow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature grappled by the banderhobb. *Hit:* 14 (3d6 + 4) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the banderhobb takes the Hide action.

Banderhobb Shadow Raider

Large Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +9, Stealth +7
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 12
Languages understands Common and the languages of its creator, but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Distracting Strike (1/Turn). When the banderhobb hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the banderhobb has advantage if the attack is made before the start of the banderhobb's next turn.

Actions

Multiattack. The banderhobb makes one Bite attack and one Tongue attack. It can replace one attack with a use of Shadow Step.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its Bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 17 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb.

Swallow. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Medium or smaller creature grappled by the banderhobb. *Hit:* 16 (3d6 + 6) piercing damage. The creature is also swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

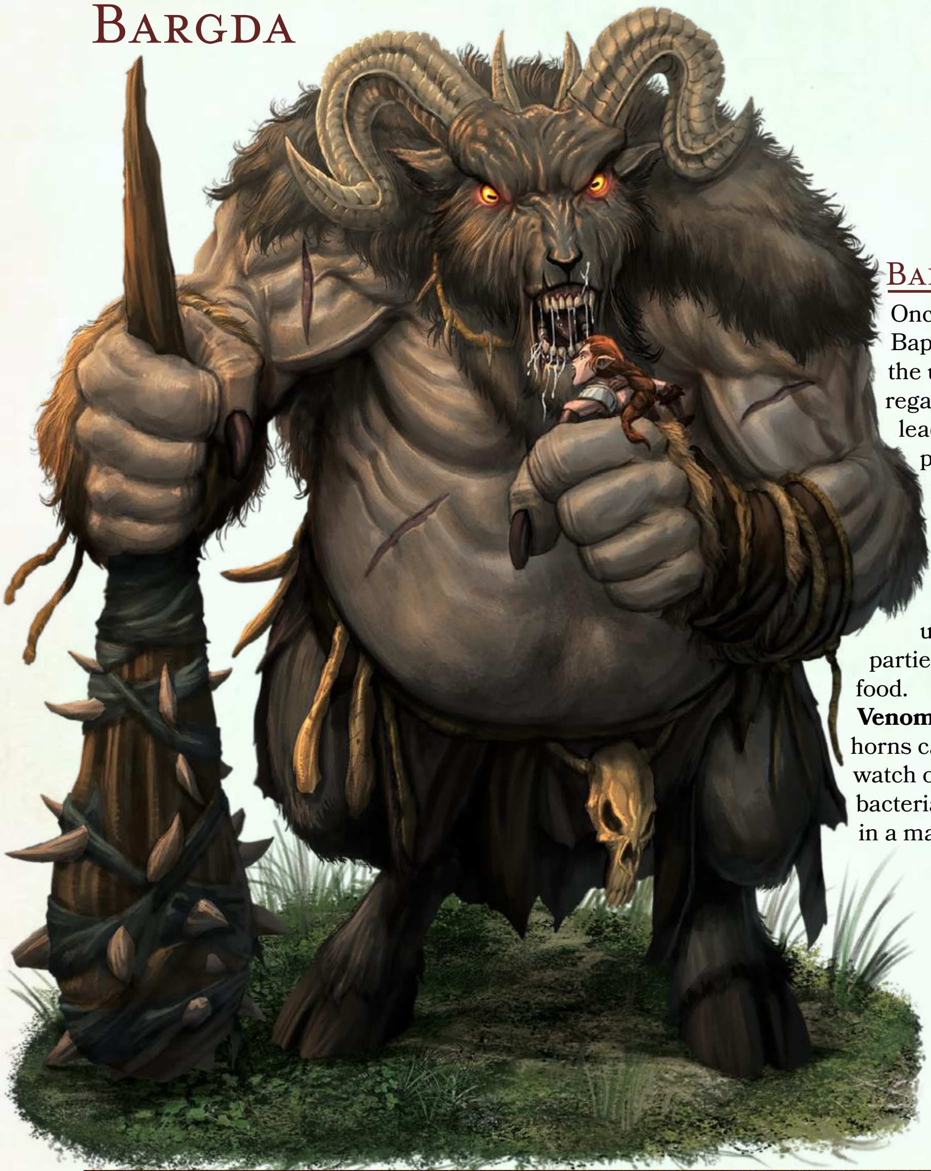
The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make one melee attack.

Bonus Actions

Shadow Action. While in dim light or darkness, the banderhobb takes the Dash, Disengage, or Hide action.

BARGDA



BARGDA

Once in every generation, a hill giant worshiper of Baphomet will give birth to a Bargda. Seen as a gift from the unholy union between giant and demon, the Bargda is regarded as a boon to its tribe and is groomed to become its leader. Towering over its hill giant brethren, the Bargda's physique and visage is a bent and twisted version of its progenitor.

Horned Tyrant. Aware of its heritage, the bargda uses its position to lead and force its kin to do its bidding. The bargda also subjugates other lesser giants and monsters like ogres, trolls, minotaurs, and verbeeg and uses them to expand its territory. It usually leads hunting parties into humanoid communities to gather loot, slaves, and food.

Venomous Bite. While the bargda's great club and menacing horns can prove to be a challenge, adventurers should also watch out for its bite and saliva which has enough toxins and bacteria to bring any able-bodied creature to an agonizing death in a matter of days.

BARGDA

Huge Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	6 (-2)	17 (+3)	5 (-3)

Skills Perception +7
Senses passive Perception 17
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Charge. If the bargda moves at least 10 feet straight toward a target and then hits it with a Horns attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the bargda and can see the bargda must make a DC 17 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the bargda is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bargda's Horrific Appearance for the next 24 hours.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the bargda.

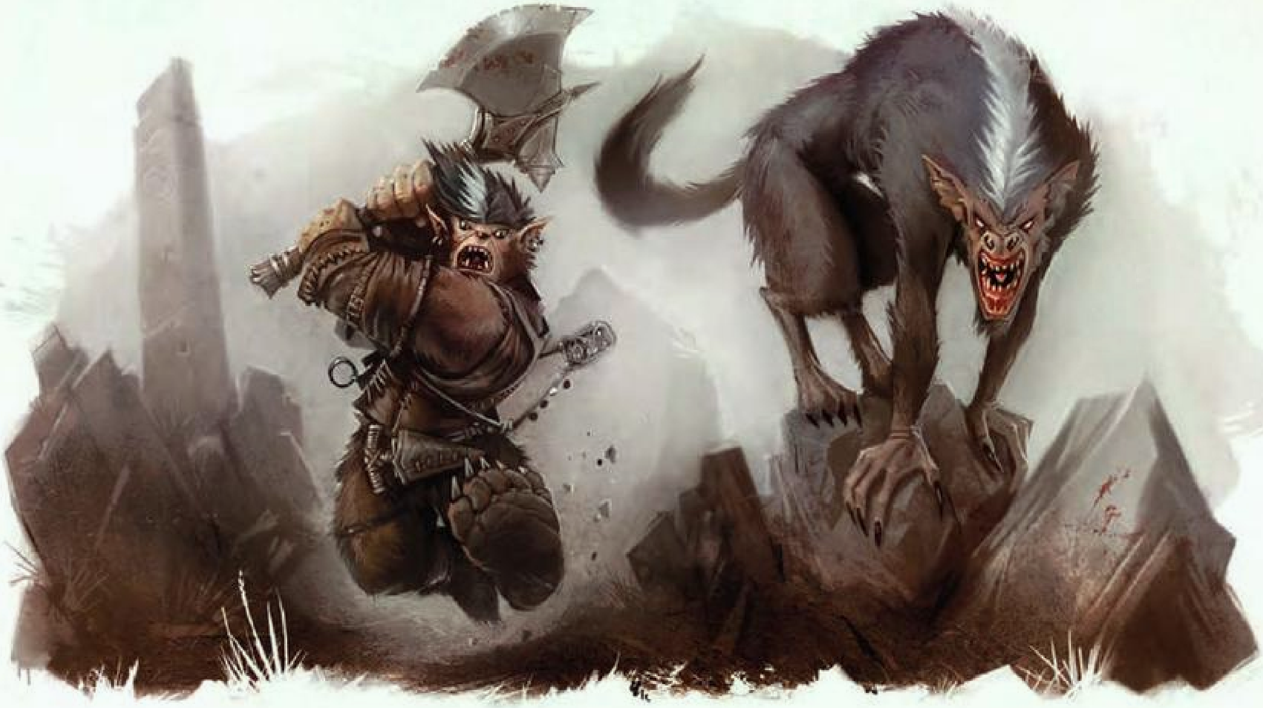
ACTIONS

Multiattack. The bargda makes three attacks: one with its Bite or Horns, and two with its Greatclub.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.



BARGHESTS

BARGHEST WHELP

The young barghest whelp may look like a goblin, but this sly shapechanger is only biding its time until it can gather enough power and return to Gehenna by consuming goblinoid souls.

Wolf in Goblin's Clothing. Unlucky adventurers may stumble upon a goblin nest, only to find a barghest whelp hiding among the goblins. When discovered, the whelp can revert to its true form - that of a feral canine and rip the flesh and soul of its prey in mere seconds.

GREATER AND ANCIENT BARGHESTS

Greater barghests are mature barghests that have consumed nearly all the goblinoid souls they need to return to Gehenna. These vicious beasts have grown larger and more powerful than its brethren by consuming only the souls of powerful goblinoid warriors and spellcasters, and the occasional adventurer.

Fiendish Commanders. It is not uncommon to encounter greater barghests leading their goblinoid armies, with their unfortunate goblin underlings both serving as slaves and sources of sustenance. Due to their strength and cunning, some greater barghests have even formed alliances with creatures that goblinoids might find too troublesome to be with on their own, such as hill giants, ogres, hags, harpies, trolls, and verbeeg.

BARGHEST WHELP

Medium Fiend (Shapechanger), Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 60 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	12 (+1)

Skills Deception +3, Perception +4, Stealth +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities acid, poison
Condition Immunities poison
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna.

Soul Feeding. The barghest can feed on the corpse of a Fey or Humanoid it killed within the past 10 minutes. This feeding takes at least 1 minute, and it destroys the corpse. The victim's soul is trapped in the barghest for 24 hours, after which time it is digested and the person is incapable of being revived. If the barghest dies before the soul is digested, the soul is released. While a soul is trapped in the barghest, any magic that tries to restore the soul to life has a 50 percent chance of failing and being wasted.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Spellcasting. The barghest casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *levitate, minor illusion, pass without trace*
1/day: *charm person*

BONUS ACTIONS

Change Shape. The barghest transforms into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Barghest, Greater

Large Fiend (Shapechanger), Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 60 ft. (30 ft. in goblinoid form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +6, Wis +5
Skills Deception +6, Intimidation +6, Perception +8, Stealth +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities acid, poison
Condition Immunities poison
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18
Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna.

Soul Feeding. The barghest can feed on the corpse of a Fey or Humanoid it killed within the past 10 minutes. This feeding takes at least 1 minute, and it destroys the corpse. The victim's soul is trapped in the barghest for 24 hours, after which time it is digested and the person is incapable of being revived. If the barghest dies before the soul is digested, the soul is released. While a soul is trapped in the barghest, any magic that tries to restore the soul to life has a 50 percent chance of failing and being wasted.

Actions

Multiattack. In goblinoid form, the barghest makes two Greatsword attacks or two Claw attacks. In true form, the barghest makes one Bite attack and two Claw attacks.

Bite (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw (Goblinoid or True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Greataxe (Goblinoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage, or 18 (2d12 + 5) slashing damage while in Large goblinoid form.

Spellcasting. The barghest casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *levitate, minor illusion, pass without trace*
2/day each: *charm person, dimension door, suggestion*
1/day: *blink, mislead*

Bonus Actions

Change Shape. The barghest transforms into a Medium or Large goblinoid or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Barghest, Ancient

Large Fiend (Shapechanger), Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 60 ft. (30 ft. in goblinoid form)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +8, Wis +6
Skills Deception +7, Intimidation +7, Perception +10, Stealth +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities acid, poison
Condition Immunities poison
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 20
Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna.

Soul Feeding. The barghest can feed on the corpse of a Fey or Humanoid it killed within the past 10 minutes. This feeding takes at least 1 minute, and it destroys the corpse. The victim's soul is trapped in the barghest for 24 hours, after which time it is digested and the person is incapable of being revived. If the barghest dies before the soul is digested, the soul is released. While a soul is trapped in the barghest, any magic that tries to restore the soul to life has a 50 percent chance of failing and being wasted.

Actions

Multiattack. In goblinoid form, the barghest makes two Greatsword attacks or two Claw attacks. In true form, the barghest makes one Bite attack and two Claw attacks.

Bite (True Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw (Goblinoid or True Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Greataxe (Goblinoid Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage, or 19 (2d12 + 6) slashing damage while in Large goblinoid form.

Spellcasting. The barghest casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *levitate, minor illusion, pass without trace*
2/day each: *charm person, dimension door, suggestion*
1/day: *blink, mislead*

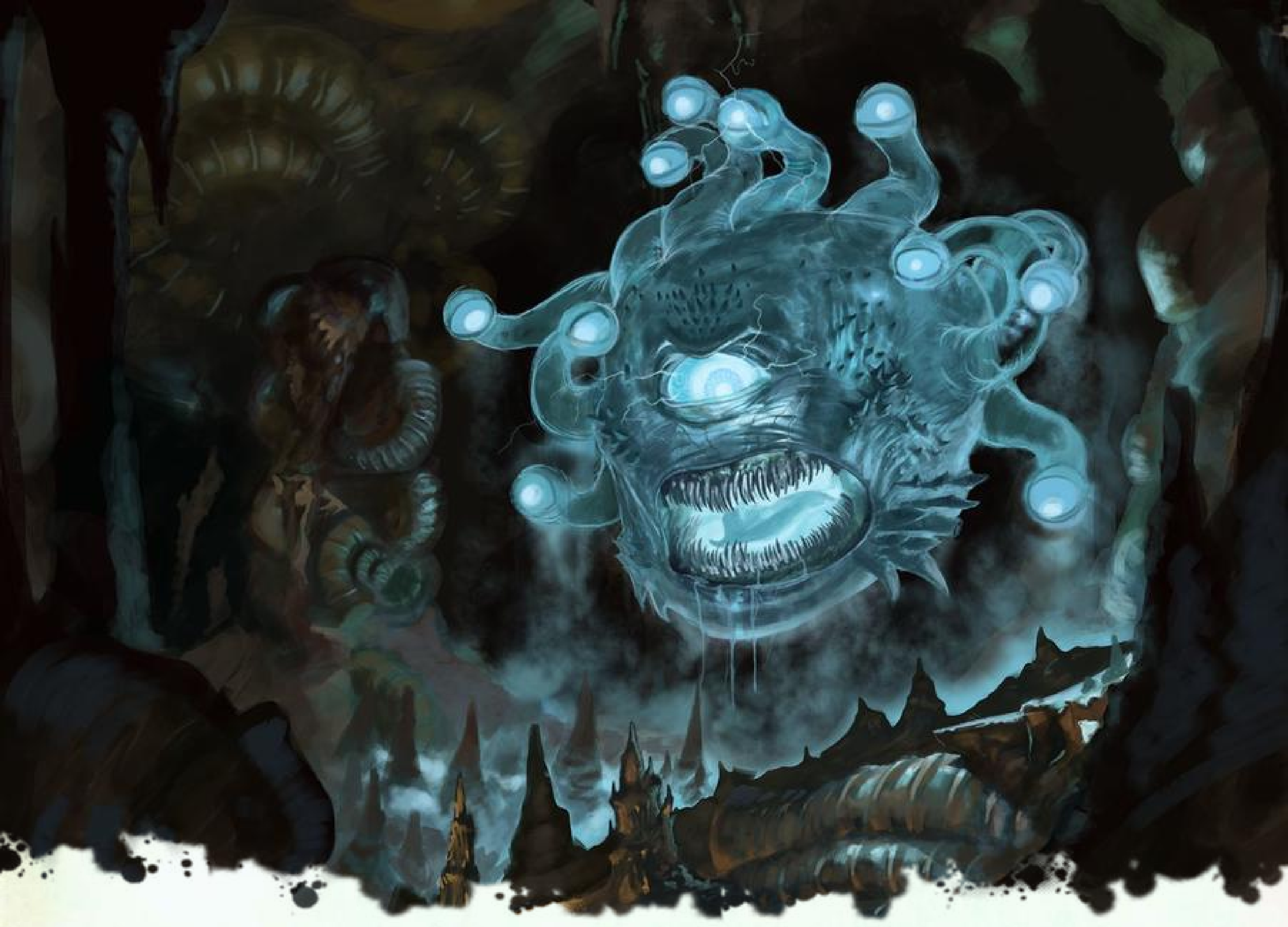
Bonus Actions

Change Shape. The barghest transforms into a Medium or Large goblinoid or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Legendary Actions

The barghest can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The barghest regains spent legendary actions at the start of its turn.

Claw. The barghest makes one Claw attack.
Rush (Costs 2 Actions). The barghest moves up to its speed and makes one Bite or Greataxe attack.
Cast a Spell (Costs 2 Actions). The barghest uses Spellcasting.



BEHOLDERS

DOOMSPHERE

Urban legends speak of the bodies of adventurers who were unfortunate enough to encounter the ghostly globe of death. Lifeless bodies frozen in fear and anguish, no one can tell how they came to their gruesome ends. Perhaps this spectral beholder passed through their bodies, its necrotic touch corrupting flesh and bone. Or perhaps one look at its pale, abhorrent visage was enough to drain the life out of its victims.

Mad Orb of Undeath. A doomsphere is the restless spirit of a beholder that spawned after its death due to a curse or was created by powerful necromantic magic. In extremely rare instances, a beholder that sought lichdom but failed in the ritual would instead return as a doomsphere. The creature retains almost all of its arsenal of abilities, save a few that have changed due to undeath. Most, but not all, tend to become insane after this ghastly reincarnation.

The doomsphere continues to “live” beyond death as the vile xenophobic beholder it once was, only far more dangerous and more isolated this time and adventurers know better than to invade its old stomping grounds, which it haunts to this day.

A DOOMSPHERE'S LAIR

A doomsphere’s central lair is usually a large, spacious cavern that is enclosed and has no physical access.

A doomsphere encountered in its lair has a challenge rating of 16 (15,000 XP).

LAIR ACTIONS

When fighting inside its lair, a beholder can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the beholder can take one lair action to cause one of the following effects:

- A 50-foot square area of ground within 120 feet of the doomsphere becomes shadowy and gloomy; that area is difficult terrain until initiative count 20 on the next round. Each creature that starts its turn in that area must succeed on a DC 17 Constitution saving throw or take 7 (2d6) necrotic damage and can't regain hit points until the end of the doomsphere's next turn.
- Walls within 120 feet of the doomsphere sprout grasping appendages until initiative count 20 on the round after next. Each creature of the doomsphere’s choice that starts its turn within 15 feet of such a wall must succeed on a DC 17 Dexterity saving throw or be grappled. Escaping requires a successful DC 17 Strength (Athletics) or Dexterity (Acrobatics) check.
- A rotting eye opens on a solid surface within 60 feet of the doomsphere. One random eye ray of the doomsphere shoots from that eye at a target of the doomsphere’s choice that it can see. The eye then closes and disappears.

REGIONAL EFFECTS

The regional effects of an doomsphere are identical to that of a Beholder (*MM,* pg. 27).

DOOMSPHERE

Large Aberration, Typically Lawful Evil

Armor Class 12
Hit Points 161 (19d10 + 57)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Int +8, Wis +7, Cha +9
Skills Perception +12
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 22
Languages Deep Speech, Undercommon
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Antimagic Cone. The doomsphere's central eye creates an area of antimagic, as in the *anti-magic field* spell, in a 150-foot cone. At the start of each of its turns, the doomsphere decides which way the cone faces and whether the cone is active. The area works against the doomsphere's own eye rays.

Ethereal Sight. The doomsphere can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The doomsphere can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Unusual Nature. The doomsphere doesn't require air, food, drink, or sleep.

ACTIONS

Withering Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) necrotic damage.

Eye Rays. The doomsphere shoots three of the following magical eye rays at random (roll three d10s, and reroll duplicates), choosing one to three targets it can see within 120 feet of it*:*

1. Chill Ray. The targeted creature must succeed on a DC 17 Constitution saving throw or take 18 (4d8) cold damage, its speed is reduced by 10 feet, and has disadvantage on attack rolls until the end of its next turn. This ray has no effect on creatures immune to cold damage.

2. Paralyzing Ray. The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must succeed on a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 17 Strength saving throw or the doomsphere moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the doomsphere's next turn or until the doomsphere is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The doomsphere can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Exhaustion Ray. The targeted creature must succeed on a DC 17 Constitution saving throw or gain 1 level of exhaustion.

8. Withering Ray. The targeted creature must succeed on a DC 17 Constitution saving throw. On a failed save, the creature ages 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Etherealness. The doomsphere enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

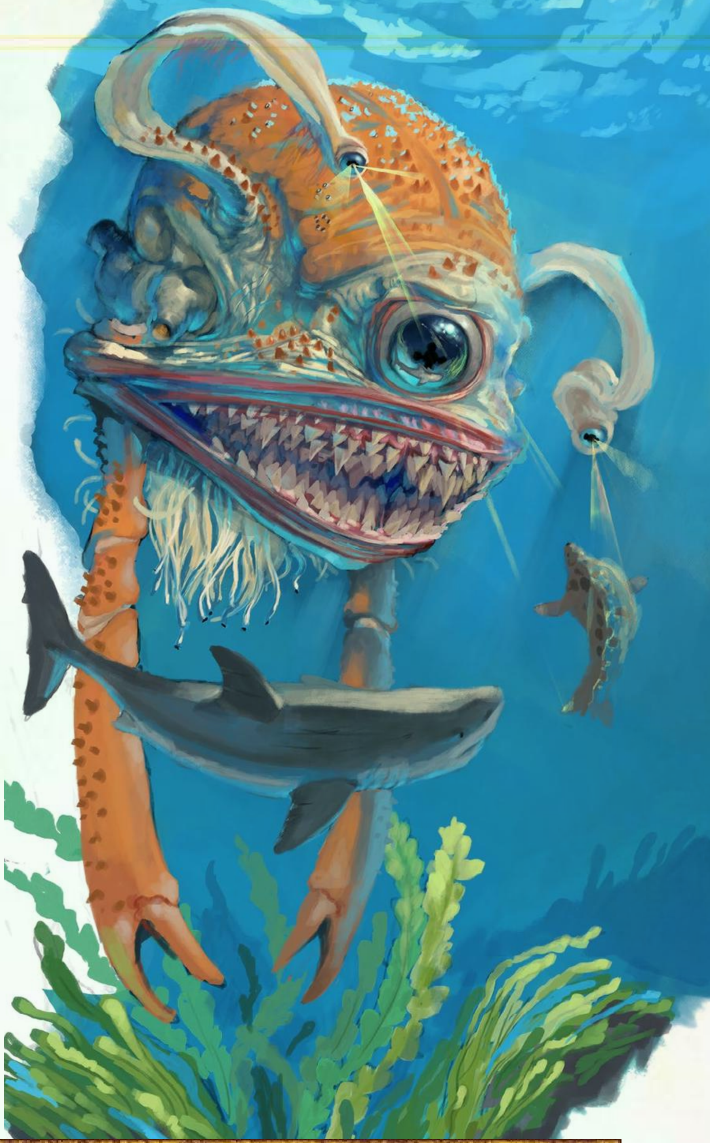
LEGENDARY ACTIONS

The doomsphere can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The doomsphere regains spent legendary actions at the start of its turn.

Antimagic Cone. The doomsphere directs which way the cone faces and decides whether the cone is active.
Eye Ray. The doomsphere uses one random eye ray.

REACTIONS

Redirect Antimagic Cone. When the doomsphere sees a creature within 150 feet cast a spell, the doomsphere activates its antimagic cone and points it at the creature.



Eye of the Deep

An aquatic sub-species of beholders, the eye of the deep is only found in the darkest depths of the ocean or the deepest subterranean lakes of the Underdark. Growing to about five to nine feet in diameter, the eye of the deep retains its beholder-like qualities with a cyclopean eye and a large maw of razor-sharp teeth. Unique among its kind, the eye of the deep only has two eye stalks but is armed with two limbs ending in crustacean-like pincers that it uses to crush and dismember its foes. Instead of projecting an antimagic cone, its central eye creates a bright burst of light that can leave its enemies unlucky enough to be looking at it blinded for a minute.

Intolerant Tyrants. True to its nature, the eye of the deep is xenophobic and fiercely territorial. While they may tolerate and subjugate nearby weaker life forms such as kuo-toans, merrow, and sahuagin, other dangerous, intelligent beings such as aboleths and morkoths are a different matter. It will relentlessly try to destroy or drive them out if it can. Otherwise, it will seek out new territory.

Eye of the Deep

Large Aberration, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 0 ft., fly 20 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7
Skills Perception +10
Damage Resistances cold
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The eye of the deep can breathe air and water.

Actions

Multiattack. The eye of the deep makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and if the target is Large or smaller, it is grappled (escape DC 14). The eye of the deep has two claws, each of which can grapple only one target.

Eye Rays. The eye of the deep shoots two eye rays, choosing one to two targets it can see within 120 feet of it:

1. *Paralyzing Ray*. The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. *Cold Ray*. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 28 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Major Image (Psionics). The eye of the deep casts *major image*, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15).

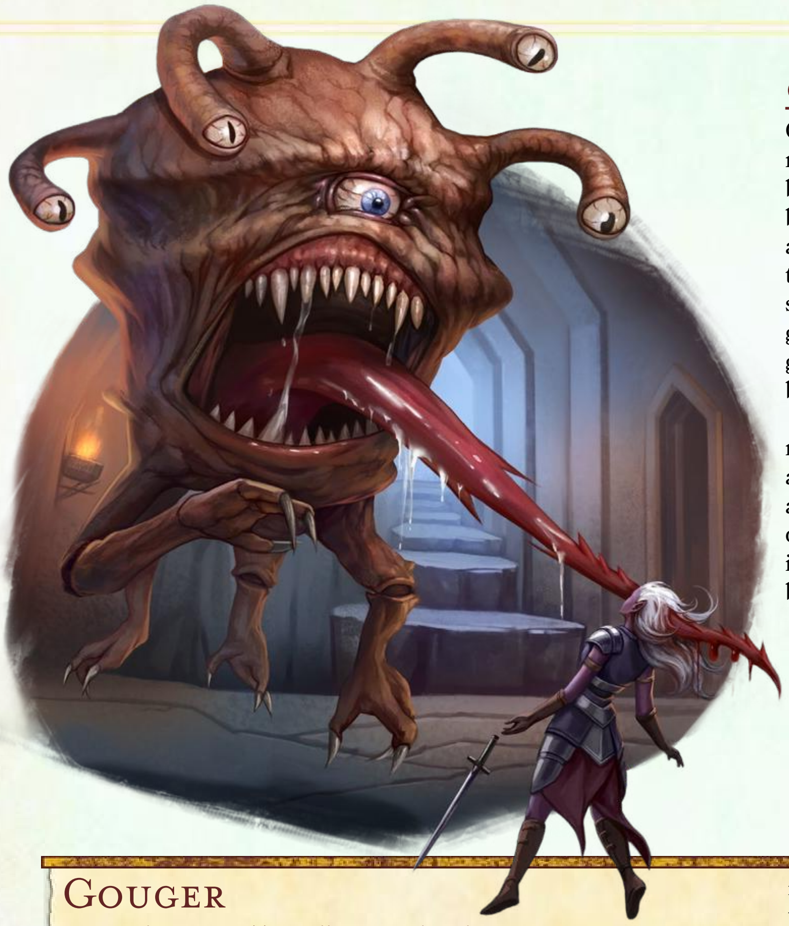
Bonus Actions

Baleful Flash (Recharge 5–6). The eye of the deep's central eye projects a blinding flash of light in a 60-foot cone. Each creature in that area that can see the light must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The eye of the deep can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The eye of the deep regains spent legendary actions at the start of its turn.

Eye Ray. The eye of the deep uses one random Eye Ray.
Pincer. The eye of the deep makes one Claw attack.



Gouger

Gougers are large beholder-kin created by phaerimms, an ancient race of powerful aberrations, eons ago to hunt and kill other beholders. Slightly larger and more unhinged than a standard beholder, the gouger possesses nearly the same magical powers as other beholders but is armed with an abrasive and razor-sharp tongue that it uses like a harpoon. The gouger also has four stubby legs under its body that allows it to skitter if forced on the ground. Because of its nature as a beholder-hunter, gougers have grown stronger than their brethren and can even negate another beholder's magic.

Beholder Hunters. While the phaerimm have since been nearly wiped out, the gougers continue to prowl the Underdark, aggressively hunting actively for beholders. They will almost always attack and prey on anything they believe they can kill and devour. It is quite possible, however, to convince them to enter into a truce with if they are provided proof or information about a beholder's location.

Gouger

Large Aberration, Typically Neutral Evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 15 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	9 (-1)	14 (+2)	14 (+2)

Saving Throws Dex + 7, Con +10, Wis +7
Skills Perception +12
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 22
Languages Deep Speech, Undercommon
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Antimagic Cone. The gouger's central eye creates an area of antimagic, as in the anti magic field spell, in a 150-foot cone. At the start of each of its turns, the gouger decides which way the cone faces and whether the cone is active. The area works against the gouger's own eye rays.

Beholder Slayer. The gouger has advantage on attack rolls and saving throws against beholders.

Actions

Multiattack. The gouger makes two melee attacks: one with its Claws and one with its Bite or Tongue. It then uses its Eye Ray twice.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage. If the target is Large or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the gouger can automatically hit the target with its Claws attack, and the Gouger can't use its Claws attack on another target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be blinded until it has regained all of its hit points. If the blinded creature is a beholder, it loses the ability to use one of its eye rays or central eye (determined randomly) while blinded. Each time the beholder target fails its saving throw, it loses another use of its eye ray or central eye (determined randomly, rerolling any duplicates).

Eye Ray. The gouger shoots one of the following magical eye rays at random (roll d4, and reroll if the eye ray was already used this turn), choosing one target it can see within 120 feet of it:

1. Paralyzing Ray. The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. Fear Ray. The targeted creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Telekinetic Ray. If the target is a creature, it must succeed on a DC 15 Strength saving throw or the gouger moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the gouger's next turn or until the gouger is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The gouger can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

4. Disintegration Ray. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Legendary Actions

The gouger can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The gouger regains spent legendary actions at the start of its turn.

Eye Ray. The gouger uses one random Eye Ray.
Tongue (Costs 2 Actions). The gouger makes one Tongue attack.

YOUNG BEHOLDER

Medium Aberration, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Int +5, Wis +4, Cha +5
Skills Perception +7
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Undercommon
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the anti magic field spell, in a 90-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (3d6 - 1) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (roll three d10s, and reroll duplicates), choosing one to three targets it can see within 60 feet of it:

1. Charm Ray. The targeted creature must succeed on a DC 13 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must succeed on a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 13 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 200 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 13 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on Constructs and Undead.

8. Petrification Ray. The targeted creature must succeed on a DC 13 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours, or until freed by the greater restoration spell or other magic.

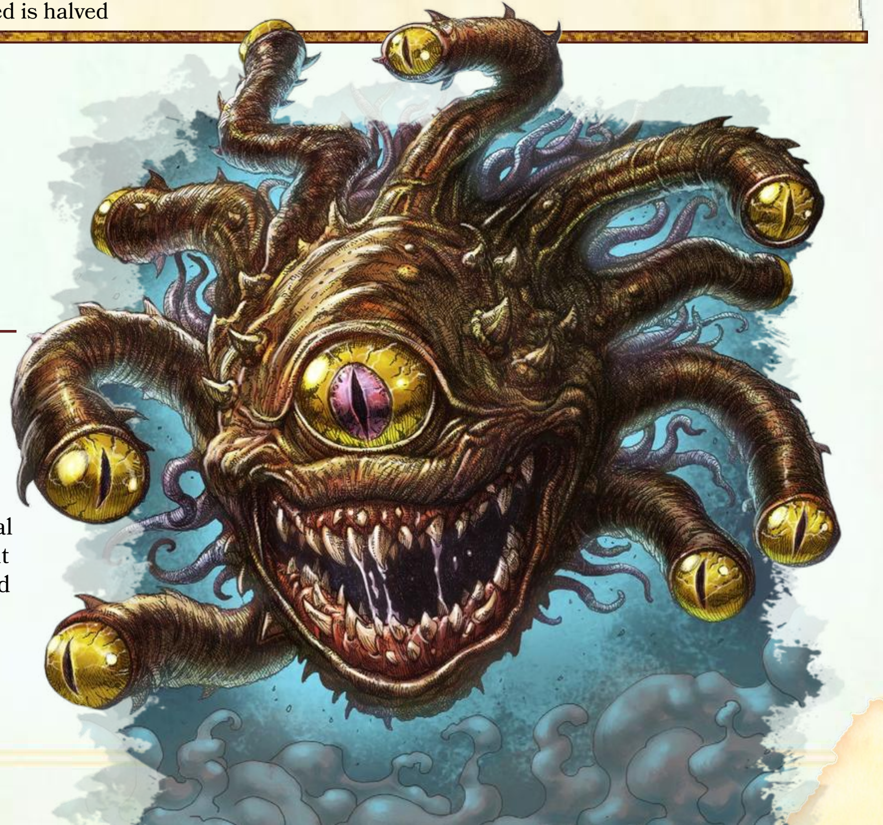
9. Disintegration Ray. If the target is a creature, it must succeed on a DC 13 Dexterity saving throw or take 22 (5d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Medium or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Large or larger object or creation of magical force, this ray disintegrates a 5-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 13 Dexterity saving throw or take 27 (5d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

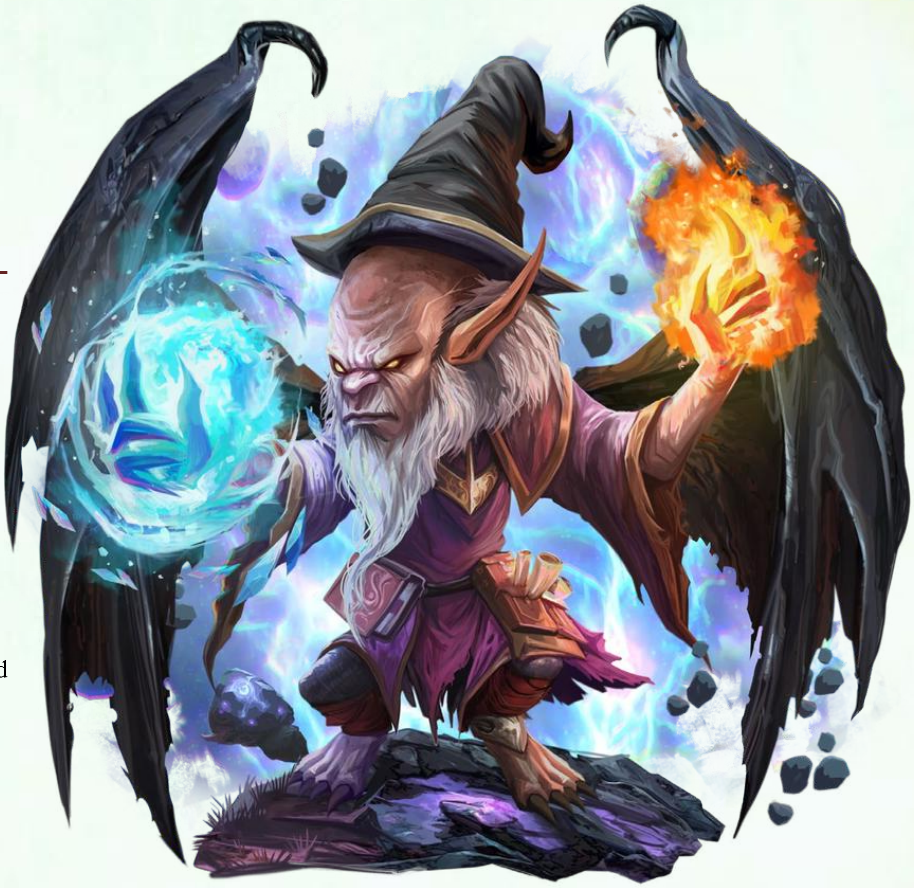
Eye Ray. The beholder uses one random Eye Ray.



YOUNG BEHOLDER

Young beholders experience their first challenge the minute they are born into existence. The product of a beholder's dream or nightmare, the young beholder is seen not just as a near-spitting image of its creator, but also as a threat. Nine times out of ten the young beholder is slain immediately by its creator. Beholders that do manage to escape, and these are the exceptional ones, end up roaming the Underdark seeking to eke out their own territory where they can make their mark and grow into adulthood.

BERBALANG



BERBALANG LOREMASTER

Berbalang lore masters are versatile wizards with a vast amount of knowledge scoured from the dead ancient gods in the Astral Plane. While it may look no different from its brethren, the berbalang has grown stronger and wiser from the dark and powerful secrets it has attained.

Manipulators of Energy. The berbalang loremaster has also evolved into a more powerful spellcaster, capable of unleashing deadly attacks at will. Highly intelligent, these lore masters have mastered the ability to control and alter their energy in spell casting, making their spells even more unpredictable and extremely dangerous.

BERBALANG LOREMASTER

Medium Aberration, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 76 (17d8)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Dex +6, Int +6
Skills Arcana +6, History +6, Insight +4, Nature +6, Perception +4, Religion +6
Senses truesight 120 ft., passive Perception 14
Languages all, but rarely speaks
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The berbalang makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Elemental Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage (berbalang's choice).

Spellcasting. The berbalang casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *mage hand, prestidigitation, speak with the dead*
1/day each: *burning hands, dispel magic, identify, invisibility, fireball, lightning bolt, plane shift* (self only)

BONUS ACTIONS

Alter Energy Type (1/Turn). When the berbalang casts a spell and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list.

Alter Saving Throw (Recharges after a Short or Long Rest). When the berbalang casts a spell and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice.

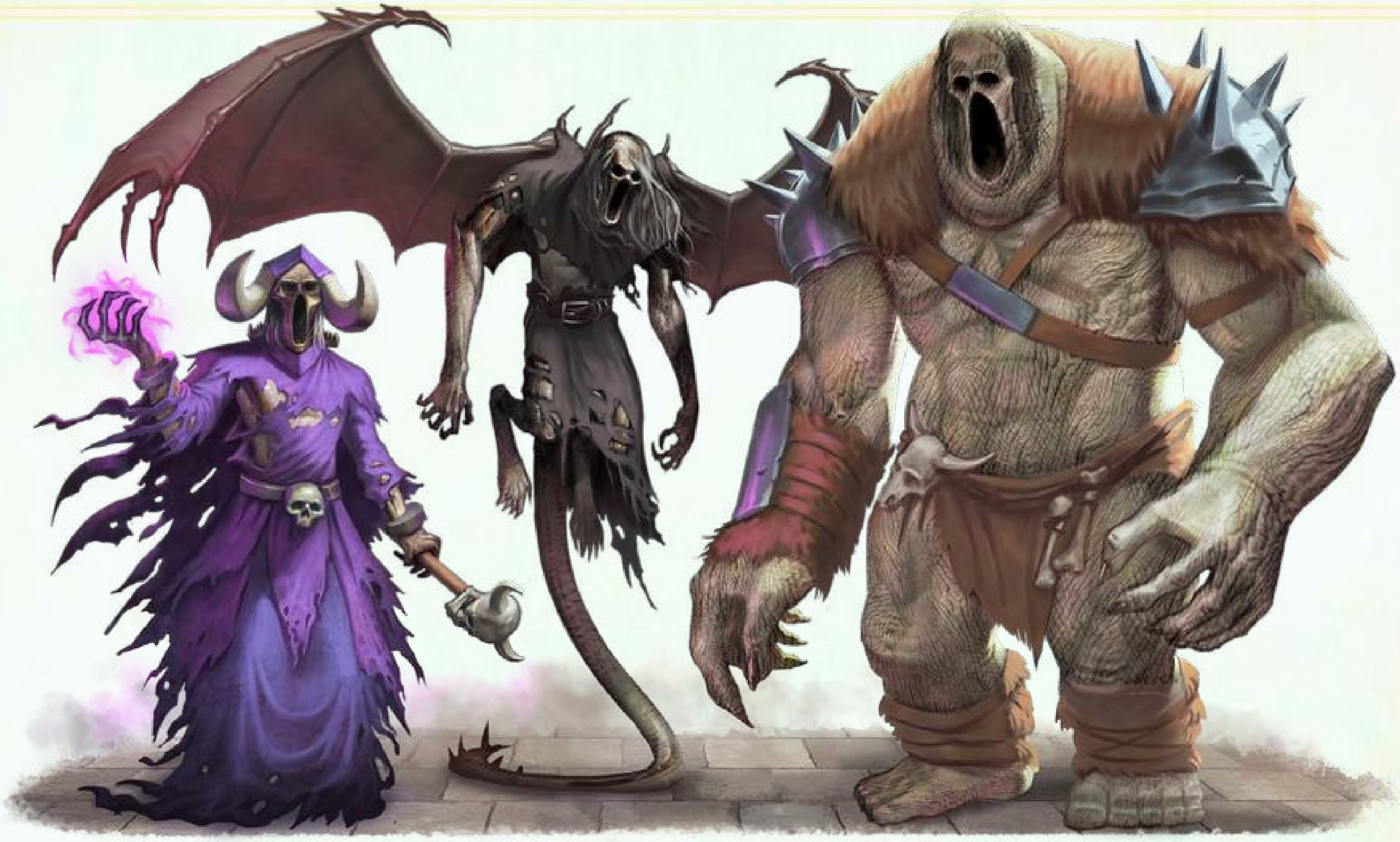
Spectral Duplicate (Recharges after a Short or Long Rest). The berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, the berbalang is unconscious. A berbalang can have only one duplicate at a time. The duplicate disappears when it or the berbalang drops to 0 hit points or when the berbalang dismisses it (no action required).

The duplicate has the same statistics and knowledge as the berbalang, and everything experienced by the duplicate is known by the berbalang. All damage dealt by the duplicate's attacks is psychic damage.

REACTIONS

Negate Spell (2/Day). The berbalang tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the berbalang makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

Protective Shield (2/Day). When the berbalang or a creature within 10 feet of it is hit by an attack roll, the berbalang gives the target a +5 bonus to its AC until the start of the berbalang's next turn, which can cause the triggering attack roll to miss.



BODAKS

BODAK DEVOTEE OF ORCUS

Devotees of Orcus were once high priests who sought the ultimate gift from Orcus - undeath. Only the most loyal and devout can become bodaks that still retain their divine abilities. Otherwise, they would simply turn into normal bodaks.

Agents of Orcus. The Devotees of Orcus serve at the behest of the Hierophants of Annihilation and their god, Orcus. Staying just behind the frontlines, devotees of Orcus utilize their vast array of divine spells to spread undeath within their enemies' ranks – and bolstering theirs – by turning the dead into bodaks.

BODAK DEVOTEE OF ORCUS

Medium Undead, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	9 (-1)	16 (+3)	12 (+1)

Saving Throws Wis +7, Cha +5
Skills Perception +7, Religion +3, Stealth +7
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Abyssal, the languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 15 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points unless it is immune to the frightened condition. Otherwise, a creature takes 22 (4d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, that creature must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unusual Nature. The bodak doesn't require air, food, drink, or sleep.

ACTIONS

Fist. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 13 (3d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 15 Constitution saving throw, taking 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The bodak casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *guidance, mending, resistance, thaumaturgy*
2/day each: *bestow curse, blindness/deafness, ray of sickness*
1/day each: *antilife shell, cloudkill, harm*

BONUS ACTIONS

Aura of Annihilation. The bodak activates or deactivates this deathly aura. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and Fiends ignore this effect.

Bodak Ravager

When a large humanoid or giant worshiper of Orcus takes the same ritual sacrifice vows others do to become a bodak, it becomes a ravager, a larger and more aggressive version of bodak. While the bodak still prefers to use its terrifying gazes to kill its foes, the ravager prefers to crush and tear them apart.

Bodak Shrieker

Devout worshippers of Orcus that were once serial killers or mass murderers are handpicked to undertake the ritual of transforming into a bodak. The process turns them into a more vile version of a bodak - a shrieker. This fearsome winged bodak has a poisonous stinger and can unleash a horrific screech that strikes terror into the hearts of those who hear it.

Bodak Ravager

Large Undead, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +5
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, the languages it knew in life
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 14 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, that creature must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unusual Nature. The bodak doesn't require air, food, drink, or sleep.

Actions

Multiattack. The bodak makes two Fist attacks.

Fist. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Aura of Annihilation. The bodak activates or deactivates this deathly aura. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and Fiends ignore this effect.

Bodak Shrieker

Medium Undead, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +6
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 14 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, that creature must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unusual Nature. The bodak doesn't require air, food, drink, or sleep.

Actions

Multiattack. The bodak makes two attacks: one with its Claws and one with its Tail Stinger.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 9 (2d8) necrotic damage.

Tail Stinger. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

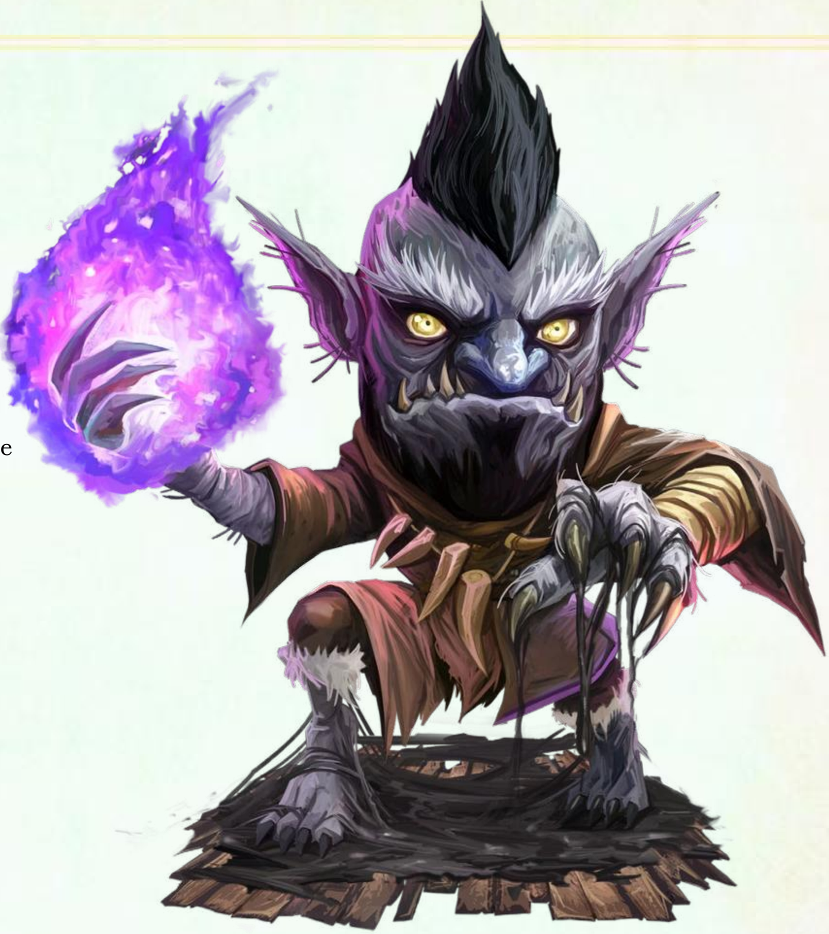
Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Baleful Shriek (Recharge 5–6). The bodak emits a horrific screech. Each creature within 30 feet of it that can hear it must succeed on a DC 14 Constitution saving throw. On a failed save, a creature takes 22 (4d10) psychic damage and is frightened for 1 minute. On a successful save, a creature takes half as much damage and isn't frightened. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Aura of Annihilation. The bodak activates or deactivates this deathly aura. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and Fiends ignore this effect.

Boggle



Boggle Trickster

Boggle tricksters are craftier, quicker, and tend to be more annoying than their normal kin.

Arcane Tricksters. These boggles are canny rogues that dabble in enchantments and illusions which they use for distraction while it skips in and out of the darkness to steal from, frighten, and – at inopportune moments – torment its victims. While they do not intentionally try to kill anyone, they can be very dangerous if backed into a corner, if that is at all possible.

Sneaky Infiltrators. When not engaging in pranks to amuse themselves, boggle tricksters are sometimes hired as spies by their fey masters to infiltrate strategic targets, such as a noble folk's keep, a church, or a wizard's tower where they can potentially encounter adventurers hired as guards.

Boggle Trickster

Small Fey, Typically Chaotic Neutral

Armor Class 14
Hit Points 66 (12d6 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Skills Perception +3, Sleight of Hand +8, Stealth +8
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Evasion. If the boggle is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the boggle instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The attack deals an extra 14 (4d6) damage if the boggle has advantage on the attack roll.

Bolt of Misfortune. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage, and the target has disadvantage on its next attack roll, ability check, or saving throw made within the next minute.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 12 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 12 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 12 Strength check.

Spellcasting. The boggle casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13):

At will: *dancing lights, mage hand, minor illusion*
1/day each: *disguise self, invisibility, phantasmal force, silent image, Tasha's hideous laughter*

Bonus Actions

Boggle Oil. The boggle excretes nonflammable oil from its pores, giving itself one of the following benefits of its choice until it uses this bonus action again:

Slippery Oil. The boggle has advantage on Dexterity (Acrobatics) checks made to escape bonds and end grapples, and it can move through openings large enough for a Tiny creature without squeezing.

Sticky Oil. The boggle has advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

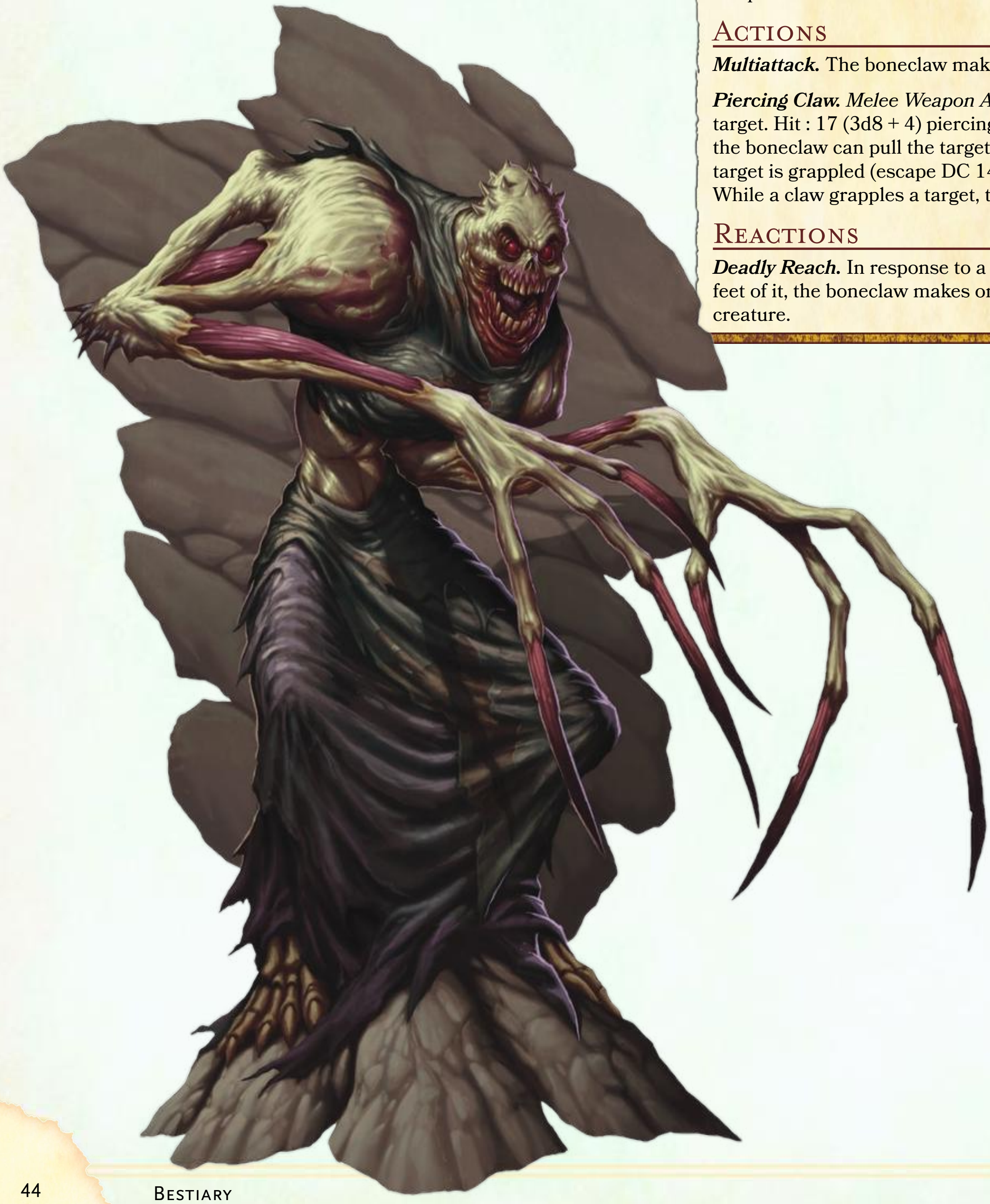
Dimensional Rift. The boggle creates an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and a point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

BONECLAW, LESSER

LESSER BONECLAW

Boneclaws are accidentally spawned after a wizard's failed attempt in becoming a lich. Lesser boneclaws, on the other hand, are deliberately created by powerful necromancers, death priests, and shadow sorcerers and bear the same pleasure as their normal brethren when fulfilling their master's desires.

Cruel Sentinels. While weaker than the standard boneclaw, lesser boneclaws are still intelligent undead that can serve as elite guards. Their finger claws can still extend to a distance of 15 feet, their bony faces twisted in a macabre smile as they skewer and slice their victims apart with ease.



BONECLAW, LESSER

Large Undead, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	11 (+0)	13 (+1)	7 (-2)

Skills Perception +4, Stealth +6
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing that is nonmagical
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common plus the main languages of its master
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Unusual Nature. The boneclaw doesn't require air, food, drink, or sleep.

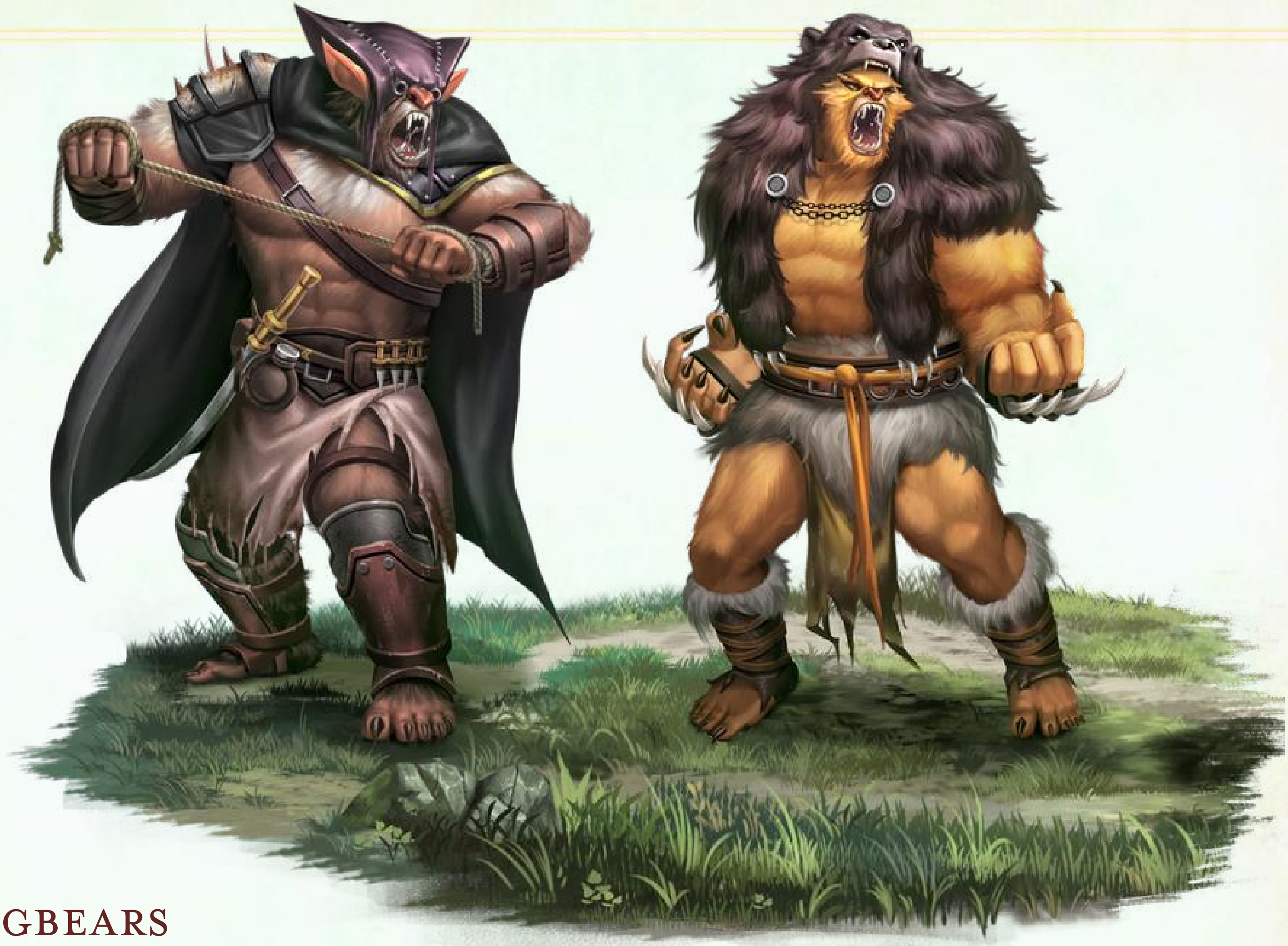
ACTIONS

Multiattack. The boneclaw makes two Piercing Claw attacks.

Piercing Claw. *Melee Weapon Attack:* + 7 to hit, reach 15 ft., one target. Hit : 17 (3d8 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

REACTIONS

Deadly Reach. In response to a creature entering a space within 15 feet of it, the boneclaw makes one Piercing Claw attack against that creature.



BUGBEARS

BUGBEAR ASSASSIN

The bugbear assassin uses its uncanny combination of strength and agility to successfully carry out assassination missions. Its favored weapon is the garrote which it uses to strangle its targets to death. It would then decapitate its kills and offer the heads to its god Hruggek or Grankhul.

BUGBEAR BEAST SHAMAN

The bugbear beast shaman wears a grizzly bear skin as a cloak and is armed with finely crafted bear claws as fist weapons. This deadly druid can seamlessly mix melee combat with magic and can take the form of a cave bear, giant wolverine, saber-tooth tiger, or worg alpha.

BUGBEAR ASSASSIN

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	12 (+1)	9 (-1)

Skills Acrobatics +7, Perception +3, Stealth +7, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Assassinate. During its first turn, the bugbear has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the bugbear scores against a surprised creature is a critical hit.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Sneak Attack (1/Turn). The bugbear deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bugbear that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is grappled (escape DC 12). Until the grapple ends, the target can't breathe and takes 13 (4d4 + 3) bludgeoning damage at the start of each of the bugbear's turns. The bugbear can't make weapon attacks while grappling a creature in this way.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Cunning Action. The bugbear takes the Dash, Disengage, or Hide action.

Bugbear Beast Shaman

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 14 (hide armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+1)	17 (+3)	10 (+0)

Skills Perception +5, Stealth +6, Survival +5
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Claw attacks, or it makes one Claw attack and uses Spellcasting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Twilight Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) radiant damage, and the target has disadvantage to attack rolls until the start of the bugbear's next turn.

Spellcasting. The bugbear casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, guidance, resistance*
2/day each: *entangle, hold person*
1/day each: *conjure animals, dominate beast, erupting earth*

Change Shape (Recharges after a Short or Long Rest). The bugbear magically transforms into a **cave bear** (*MM*, pg. 334)**, giant wolverine** (*MME*, pg. 299)**, saber-toothed tiger** (*MM*, pg. 336), or **worg alpha** (*MME*, pg. 303), while retaining its game statistics. This transformation ends if the bugbear is reduced to 0 hit points or uses a bonus action to end it.

Bugbear Huntmaster

The bugbear huntmaster is a formidable scout and cold-blooded killer that can command a pack of vicious beasts. It is often sent by its elders to track and slay a rampaging monster, escaped prisoners, or a party of interloping adventurers.

Bugbear Monarch

The bugbear monarch claims its position for being the strongest and most cunning of all the bugbears in its territory. It leads its kin in combat like a warlord, brandishing its massive great morningstar. The bugbear monarch's mere presence stirs its followers into a zealous frenzy and his powerful blows can maim even the toughest foes.

Bugbear Huntmaster

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +7, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Slay Foe (1/Turn). The bugbear deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Longsword attacks or two ranged attacks.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Hunting Bolas. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 5 (1d3 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 14 Strength check, escaping on a success. The effect ends if the hunting bolas is destroyed. The hunting bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

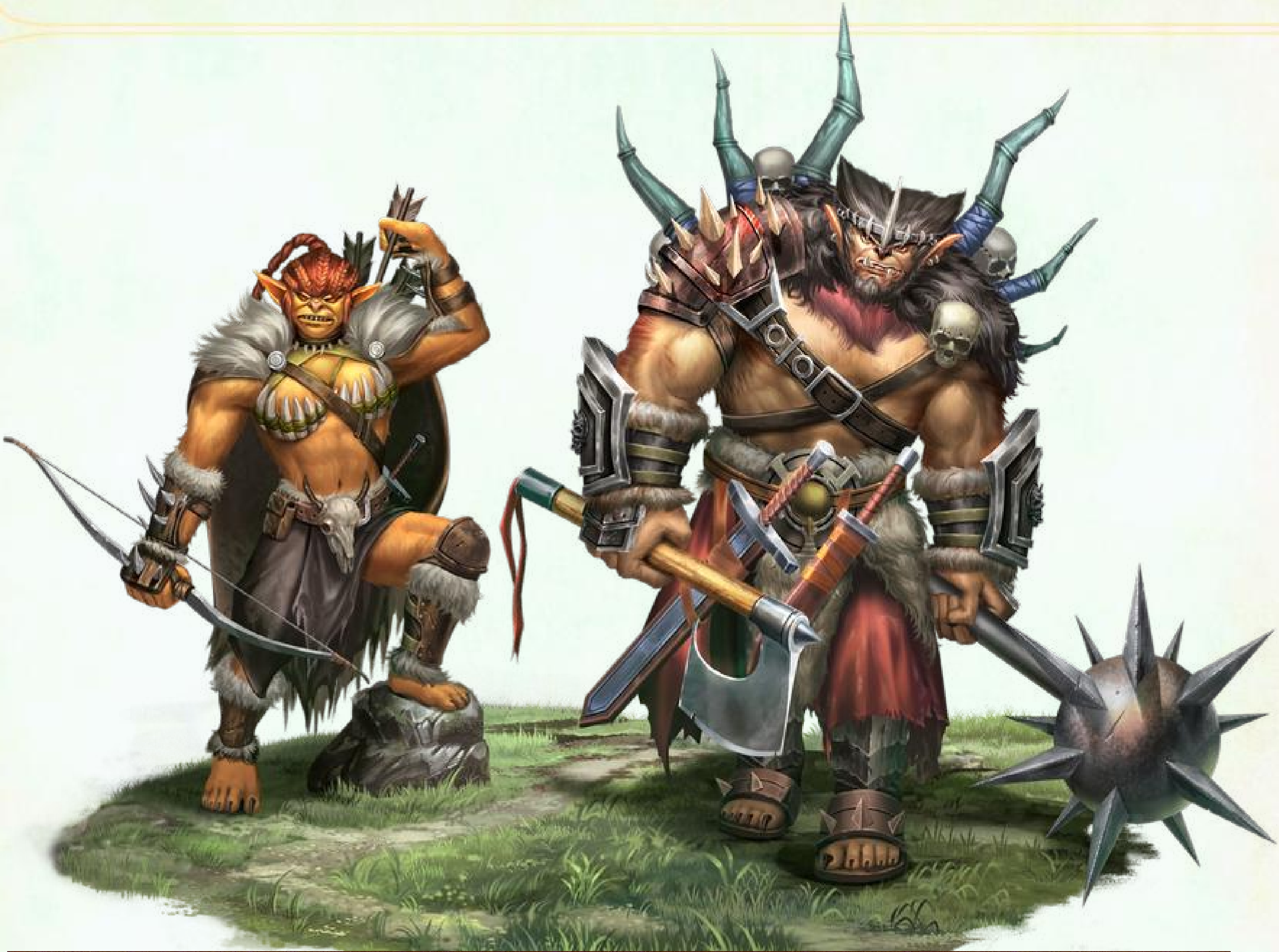
Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Summon Beasts (Recharges after a Short or Long Rest). The bugbear summons 2d6 **giant rats**, 1d4 **wolves**, or 1d2 **worgs** (all appear in the *Monster Manual*). The beasts appear in unoccupied spaces within 30 feet of the bugbear and acts as its allies. The beasts act right after the bugbear on the same initiative count and fight until they're destroyed. They disappear when the bugbear dies.

Bonus Actions

Go for the Throat. The bugbear targets one visible beast within 30 feet that can see and hear the bugbear. The beast uses its reaction to move up to half its speed and make one melee attack against a prone creature. If the beast hits, it is a critical hit.

Hunter's Mark (3/Day). The bugbear casts *hunter's mark* using Wisdom as the spellcasting ability.



Bugbear Monarch

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 17 (half plate)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Str +8, Dex +5, Con +6
Skills Athletics +8, Intimidation +4, Stealth +8, Survival +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Fervor. The bugbear's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the bugbear, provided it isn't incapacitated.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Great Morningstar attacks or two Handaxe attacks. If available, it can use Staggering Smash in place of one of these attacks.

Great Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage in melee or 8 (1d6 + 5) slashing damage at range.

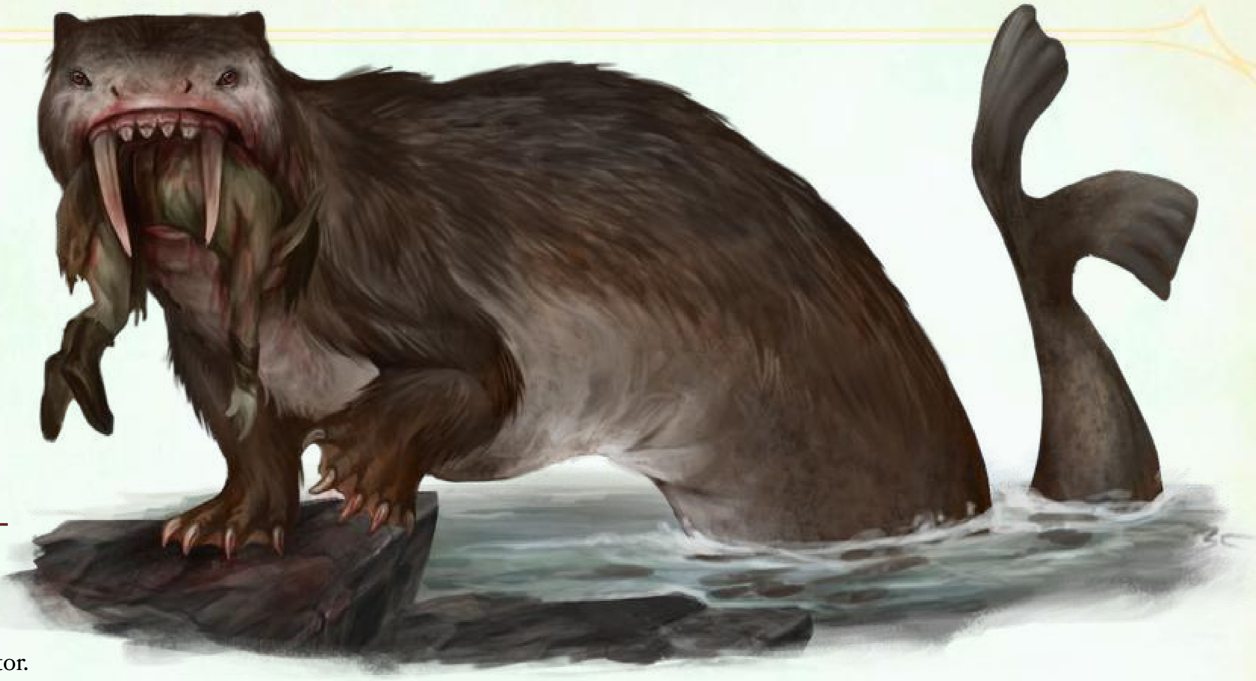
Staggering Smash (Recharge 5–6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is reduced to 10 feet for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effects on itself on a success.

Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Move. The bugbear moves up to half its speed.
Command. The bugbear targets one ally it can see within 30 feet of it. If the target can see and hear the bugbear, the target can use its reaction to make one weapon attack.
Great Morningstar (Costs 2 Actions). The bugbear makes a Great Morningstar attack.

BUNYIP



BUNYIP

Appearing like a monstrous mixture of a shark and a leopard seal, the bunyip is a fearsome aquatic predator. It has the body and head of a leopard seal but with the fins, tail, and mouth of a shark. It is a solitary creature, generally keeping to itself and lurking underwater or in caves, heading out in the open only to hunt for prey.

Frenzied Killer. An encounter with a bunyip can quickly become a deadly one. The scent of blood automatically sends it in a savage feeding frenzy. Once it has secured its prey with its mouth, the bunyip drags its underwater and worries it, an action where the bunyip violently shakes its head, causing its teeth to saw and tear the victim's flesh.

BUNYIP

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The bunyip can breath air and water.

Blood Frenzy. The bunyip has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The bunyip has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and if the target is Large or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the bunyip can't use its bite on another target.

Worry. A creature the bunyip is grappling must make a DC 14 Constitution saving throw. On a failed save, the creature takes 13 (2d8 + 4) slashing damage and is stunned until the end of the bunyip's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

DIRE BUNYIP

The dire bunyip is a massive specimen that can reach a length of 25 feet. Very rarely encountered, it has been known to attack small ships and boats, slamming into them and overturning them to get to its crew and cargo.

DIRE BUNYIP

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 20 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	4 (-3)	14 (+2)	7 (-2)

Skills Perception +5
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The bunyip can breath air and water.

Blood Frenzy. The bunyip has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The bunyip has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

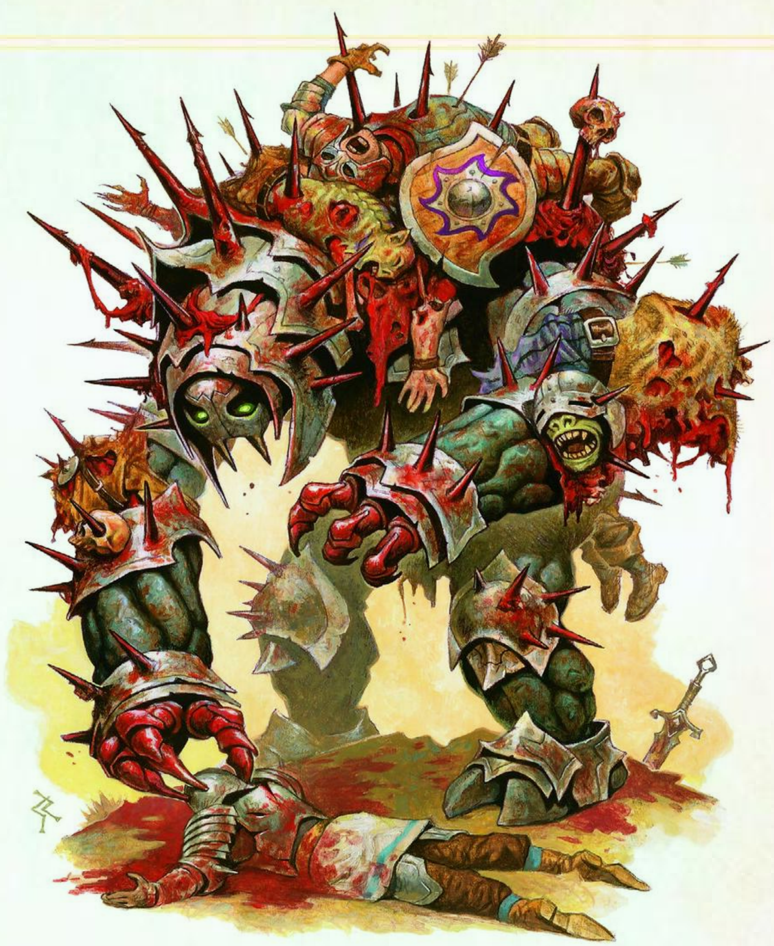
Multiattack. The bunyip makes two attacks: one with its Bite one with its Tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, and if the target is Large or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the bunyip can't use its bite on another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Worry. A creature the bunyip is grappling must make a DC 17 Constitution saving throw. On a failed save, the creature takes 19 (3d8 + 6) slashing damage and is stunned until the end of the bunyip's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Cadaver Collector



Greater Cadaver Collector

The greater cadaver collector is an ancient juggernaut of war. Only a few were made due to its exorbitant costs and difficulty to create, but they were probably worth the trouble as they still exist, roaming the ancient battlefields of the Lower Planes for eons. Both demons and devils give them a wide berth, lest they get added on to the mighty construct's grisly collection.

War Machine. In battle, the greater cadaver collector can summon multiple specters for aid as it uses its massive iron fists to bludgeon opponents into mush. Creatures unable to resist its paralyzing breath are crushed and trampled by its massive stomps. Those unfortunate enough to get captured suffer a worse fate: getting impaled on the construct's armor spikes and left there to suffer and slowly die as they bleed out.

Cadaver Collector, Greater

Huge Construct, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	6 (-2)	12 (+1)	9 (-1)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages but can't speak
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Magic Resistance. The cadaver collector has advantage on saving throws against spells and other magical effects.

Unusual Nature. The cadaver collector doesn't require air, food, drink, or sleep.

Actions

Multiattack. The cadaver collector makes two Slam attacks. If the cadaver collector is grappling a creature, the cadaver collector can also use Impale once.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage plus 16 (3d10) necrotic damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the cadaver collector can't use its one of its Slam attacks on another target.

Impale. The cadaver collector attempts to impale a creature it has grappled. The creature must succeed on a DC 21 Strength saving throw or take 16 (2d8 + 7) piercing damage and 9 (2d8) necrotic damage and be restrained (escape DC 17). While restrained, the target takes 9 (2d8) piercing damage and 9 (2d8) necrotic damage at the start of each of its turns. The cadaver collector can impale up to 8 Medium creatures, 1 Large and 6 Medium creatures, 2 Large and 4 Medium creatures, 3 Large and 2 Medium creatures, or 4 Large creatures.

Crushing Stride.The cadaver collector moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the cadaver collector enters must succeed on a DC 21 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the cadaver collector's path. On a failed save, the creature falls prone and takes 25 (4d8 + 7) bludgeoning damage and 16 (3d10) necrotic damage. If the cadaver collector remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the cadaver collector. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 21 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the cadaver collector and is no longer restrained.

Paralyzing Breath (Recharge 5–6). The cadaver collector releases paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 20 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

Bonus Actions

Summon Specters (Recharges after a Short or Long Rest). The cadaver collector calls up the enslaved spirits of those it has slain; 2d6 **specters** (without Sunlight Sensitivity; see *MM*, pg. 279) arise in unoccupied spaces within 15 feet of the cadaver collector. The specters act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the cadaver collector is destroyed.

CATOBLEPAS

CATOBLEPAS CALF

Normally docile, a catoblepas calf will usually stay within its marshy domain and keep to itself. But if intruders – often lost adventurers – approach, it will use its tail to keep its opponents at bay. While young, its death ray can still prove to be a deadly threat to naïve adventurers. Adventurers beware though, its overprotective mother may not be too far away.

MONSTROUS CATOBLEPAS

Adventurers will feel there's something terribly wrong when they've wandered a swamp for miles and have not encountered any sign of life. When a catoblepas, which has no known natural enemies, is left alone for decades of consuming carrion, it can grow to an immense size and wipe out all manner of beasts and humanoids within miles of its natural habitat.

CATOBLEPAS CALF

Medium Monstrosity, Unaligned

Armor Class 12 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages ----
Challenge 2 (450 XP) **Proficiency Bonus** +2

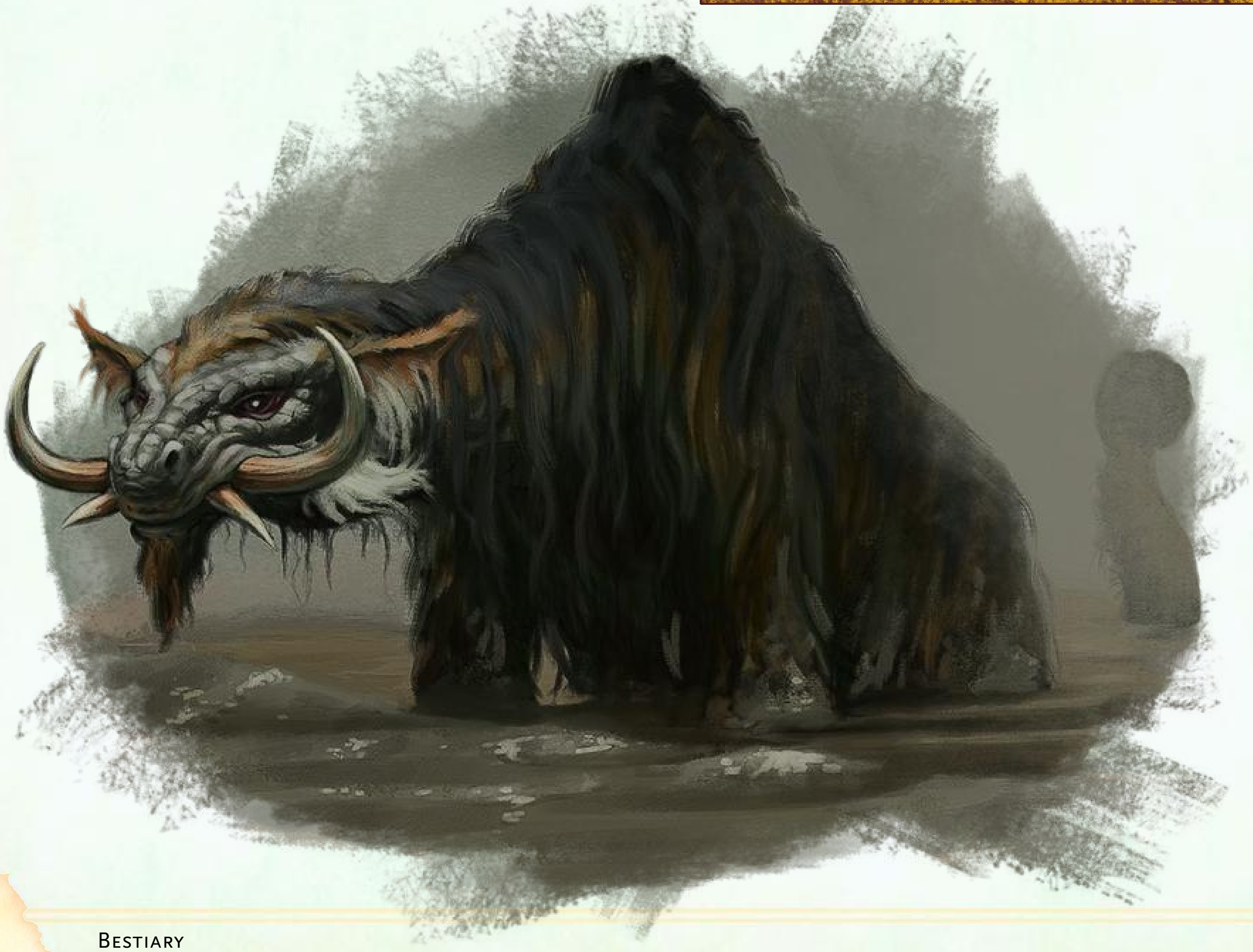
Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

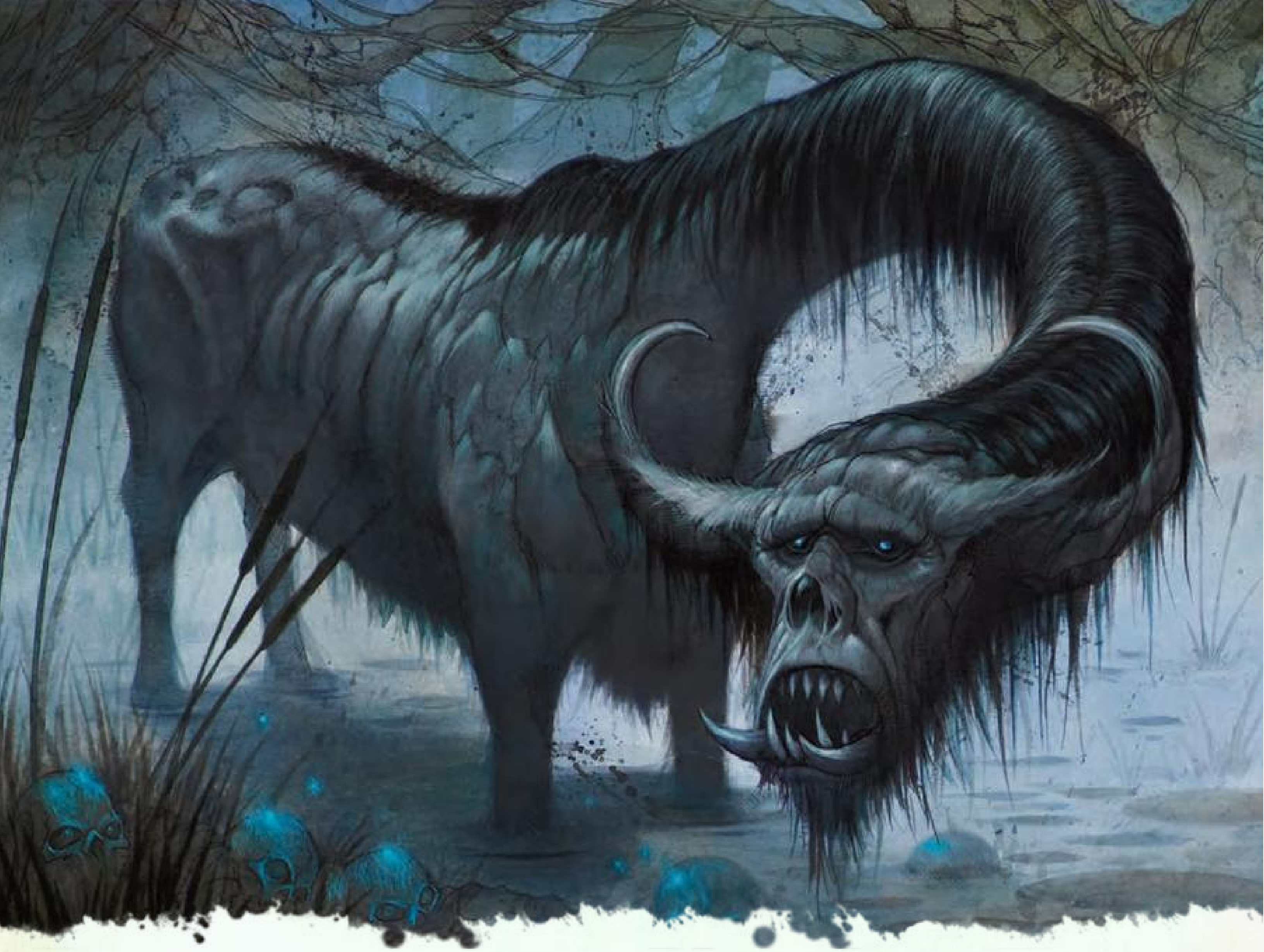
Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

ACTIONS

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5–6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 32 necrotic damage. The target dies if reduced to 0 hit points by this ray.





Monstrous Catoblepas

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 162 (12d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	25 (+7)	3 (-4)	16 (+3)	8 (-1)

Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 15 feet of the catoblepas must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

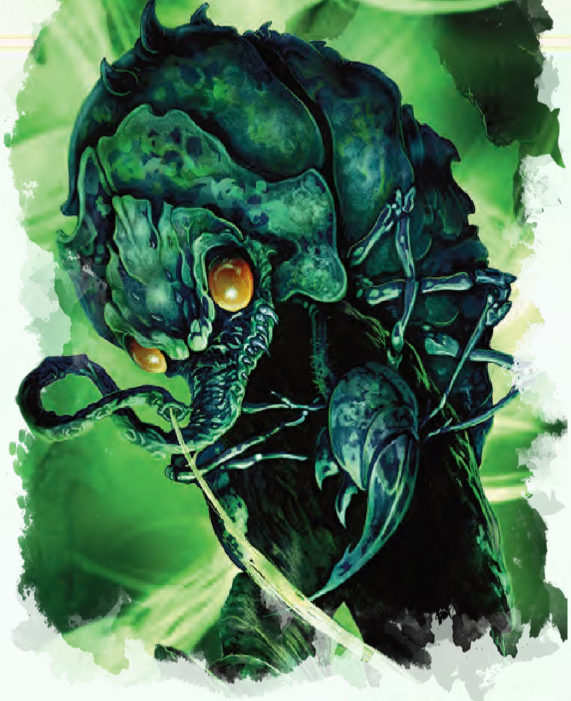
Actions

Multiattack. The catoblepas makes two attacks: one with its Bite and one with its Tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure . The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 34 (8d6 + 6) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5–6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 19 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 96 necrotic damage. The target dies if reduced to 0 hit points by this ray.



CAVE FISHERS

GIANT CAVE FISHER

The giant cave fisher is nearly twice the size of its more common kin, reaching lengths of 12 feet. This monstrosity is capable of reeling in prey as large as a hook horror.

MONSTROUS CAVE FISHER

Extremely rare and can only be found in the deepest reaches of the Underdark where there are vast wide caverns, the monstrous cave fisher reaches lengths of about 25 feet. This fearsome predator normally hunts umber hulks and similarly large prey.

GIANT CAVE FISHER

Large Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +4, Stealth +7
Senses blindsight 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Spider Climb. The cave fisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The cave fisher makes two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Retract Filament. One Large or smaller creature grappled by the cave fisher's Adhesive Filament must make a DC 16 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes one Claw attack against it. Anyone else who was attached to the filament is released. Until the grapple ends on the target, the cave fisher can't use Adhesive Filament.

BONUS ACTIONS

Adhesive Filament. The cave fisher extends a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature the filament adheres to is grappled by the cave fisher (escape DC 16), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage). A weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 16 Strength check to pull free. Destroying the filament deals no damage to the cave fisher. The filament crumbles away if the cave fisher takes this bonus action again.

MONSTROUS CAVE FISHER

Huge Monstrosity, Unaligned

Armor Class 18 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	18 (+4)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +6, Stealth +9
Senses blindsight 60 ft., passive Perception 16
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Spider Climb. The cave fisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The cave fisher makes two Claw attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 11 (2d10) acid damage.

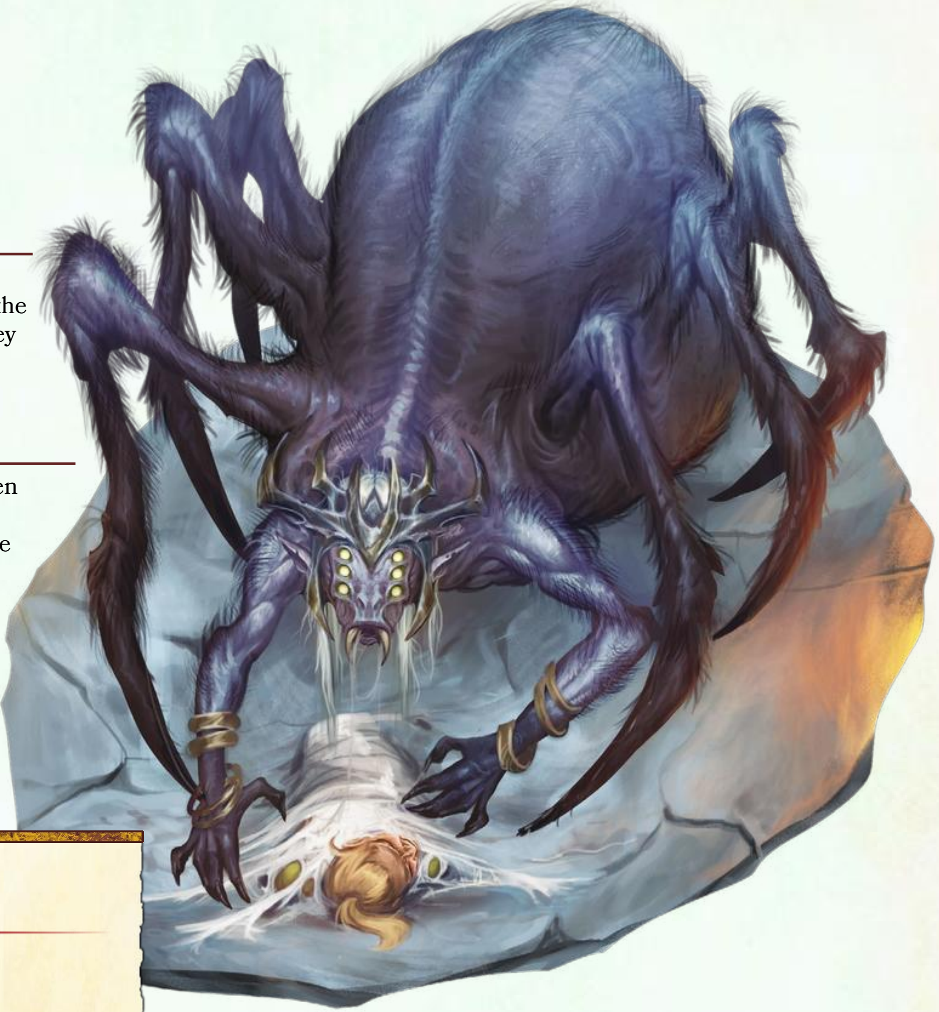
Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Retract Filament. One Large or smaller creature grappled by the cave fisher's Adhesive Filament must make a DC 19 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes one Claw attack against it. Anyone else who was attached to the filament is released. Until the grapple ends on the target, the cave fisher can't use Adhesive Filament.

BONUS ACTIONS

Adhesive Filament. The cave fisher extends a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature the filament adheres to is grappled by the cave fisher (escape DC 19), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 20 hit points; immunity to poison and psychic damage). A weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 19 Strength check to pull free. Destroying the filament deals no damage to the cave fisher. The filament crumbles away if the cave fisher takes this bonus action again.

CHITINES



CHITINE SKULKER

Often serving as scouts for its patrols, the deadly skulkers have the ability to stay completely hidden in the darkness, making it perfect for ambushing unwary prey that may have stumbled within its reach.

CHITINE WARRIOR

The strongest of their tribe, chitine warriors are chosen from the victors of brutal tribal competitions. Unlike normal chitine that prefer to ambush their foes, chitine warriors willingly charge into the battle.

CHITINE SKULKER

Small Monstrosity, Typically Chaotic Evil

Armor Class 15 (leather armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +6, Athletics +4, Stealth +8
Senses darkvision 60 ft., passive Perception 11
Languages Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ambusher. The chitine has advantage on attack rolls against any creature it has surprised.

Fey Ancestry. The chitine has advantage on saving throws against being charmed, and magic can't put the chitine to sleep.

Sunlight Sensitivity. While in sunlight, the chitine has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the chitine knows the exact location of any creature in contact with the same web.

Web Walker. The chitine ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The chitine makes three Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The attack deals an extra 3 (1d6) damage if the chitine has advantage on the attack roll.

BONUS ACTIONS

Stealthy. The chitine takes the Hide action.

CHITINE WARRIOR

Small Monstrosity, Typically Chaotic Evil

Armor Class 16 (hide armor, shield)
Hit Points 33 (6d6 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	7 (-2)

Skills Athletics +5, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Undercommon
Challenge 1 (200 XP) **Proficiency Bonus** +2

Fey Ancestry. The chitine has advantage on saving throws against being charmed, and magic can't put the chitine to sleep.

Sunlight Sensitivity. While in sunlight, the chitine has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the chitine knows the exact location of any creature in contact with the same web.

Web Walker. The chitine ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The chitine makes three Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

CHOLDRITH HIGH PRIESTESS

The choldrith high priestess is a devout follower of Lolth and serves at the behest of the choldrith queen. It takes charge of managing the training of potential young chitine priestesses and facilitating brutal contests for selecting potential chitine warriors. A choldrith high priestess will sometimes accompany and lead a chitine hunting party.

CHOLDRITH QUEEN

The choldrith queen is the supreme leader of its chitine colony. An extremely powerful priestess and capable warrior, the queen is seen by her kin as an emissary of Lolth and would willingly sacrifice themselves if she commands it.

CHOLDRITH HIGH PRIESTESS

Medium Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Skills Athletics +7, Religion +4, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fey Ancestry. The choldrith has advantage on saving throws against being charmed, and magic can't put the choldrith to sleep.

Spider Climb. The choldrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the choldrith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the choldrith knows the exact location of any creature in contact with the same web.

Web Walker. The choldrith ignores movement restrictions caused by webbing.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

Necrotic Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, and the target can't regain hit points until the start of the choldrith's next turn.

Web (Recharge 5–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spellcasting. The choldrith casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):

At will: *mending, message, thaumaturgy*
2/day each: *blindness/deafness, hold person* (up to 2 targets)
1/day each: *banishment, harm, insect plague* (spiders)

CHOLDRITH QUEEN

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	18 (+4)	14 (+2)

Skills Athletics +6, Religion +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Undercommon
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The choldrith has advantage on saving throws against being charmed, and magic can't put the choldrith to sleep.

Legendary Resistance (1/Day). If the choldrith fails a saving throw, it can choose to succeed instead.

Spider Climb. The choldrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the choldrith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the choldrith knows the exact location of any creature in contact with the same web.

Web Walker. The choldrith ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The choldrith makes two Dagger attacks. Alternatively, it can use Necrotic Bolt twice.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 10 (3d6) poison damage.

Necrotic Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target can't regain hit points until the start of the choldrith's next turn.

Web (Recharge 5–6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spellcasting. The choldrith casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15):

At will: *guidance, mending, message, thaumaturgy*
3/day each: *blindness/deafness, hold person* (up to 3 targets)
1/day each: *contagion, harm, insect plague* (spiders)

BONUS ACTIONS

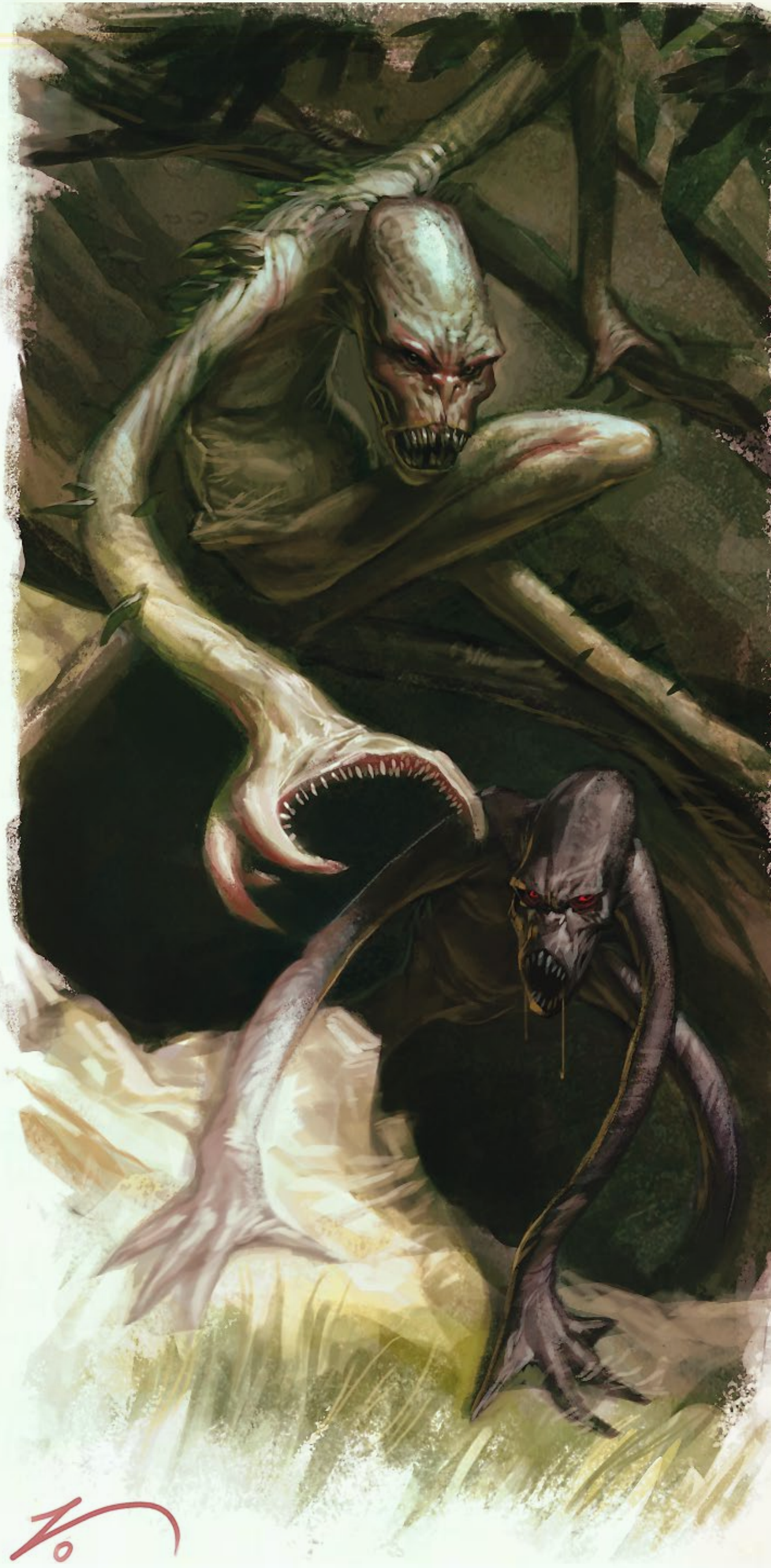
Divine Word (1/Day). The choldrith casts *divine word* using Wisdom as the spellcasting ability (spell save DC 15).

LEGENDARY ACTIONS

The choldrith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The choldrith regains spent legendary actions at the start of its turn.

Move. The choldrith moves up to half its speed.
Strike (Costs 2 Actions). The choldrith makes a Dagger attack or uses Necrotic Bolt.
Cast a Spell (Costs 3 Actions). The choldrith uses Spellcasting.

CHOKER



CHOKER CAVESTALKER

As its name would suggest, the choker cavestalker has mastered moving unnoticed in cavernous terrain. It uses its knowledge of its surroundings to find the perfect ambush spots where it can lie in wait and pick off a lone passerby, such as the rear guard of an adventuring party, without it getting noticed.

CHOKER CAVESTALKER

Small Aberration, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	5 (-3)	14 (+2)	7 (-2)

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Deep Speech
Challenge 2 (450 XP) **Proficiency Bonus** +2

Aberrant Quickness (Recharges after a Short or Long Rest). The choker can take an extra action on its turn.

Boneless. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing.

Cave Strider. Moving through nonmagical difficult cavern or underground terrain doesn't cost the choker extra movement.

Spider Climb. The choker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Slay Foe (1/Turn). The choker deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

ACTIONS

Multiattack. The choker makes two Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target. The choker has two tentacles. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

BONUS ACTIONS

Stealthy. The choker takes the Hide action.

CLOCKWORKS

ARCANE BALLISTA

A true testament to an artificer's ingenuity, the arcane ballista is a mighty siege weapon created to deal with different threats. Normally found protecting dwarven or gnomish battlements, some continue to guard fallen fortresses or ruins, unable to distinguish friend or foe.

ARCANE BALLISTA

Large Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	19 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Magic Resistance. The arcane ballista has advantage on saving throws against spells and other magical effects.

Magic Weapons. The arcane ballista's weapon attacks are magical.

Siege Monster. The arcane ballista deals double damage to objects and structures.

Unusual Nature. The arcane ballista doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The arcane ballista makes two Arcane Bolt attacks.

Arcane Bolt. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Lightning Bolt (1/Day). The arcane ballista shoots a line of lightning that is 120 feet long and 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Arcane Shot (3/Day). When the arcane ballista hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. *Bursting Bolt.* The target and all other creatures within 15 feet of it take an extra 10 (3d6) force damage each and must succeed on a DC 16 Strength saving throw or be knocked prone.
2. *Flaming Bolt.* The target takes an extra 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.
3. *Thunder Bolt.* If the target is a creature, it takes an extra 10 (3d6) thunder damage and the creature must succeed on a DC 16 Constitution saving throw or be stunned until the start of the arcane ballista's next turn.

CLOCKROACH

Clockroaches are large, cockroach-like constructs created to patrol castle halls and dungeons. In battle, clockroaches are used as shock troops. With their flat frame and flexible mechanical bodies coated with oil, clockroaches can squeeze through barricades with ease. Once inside enemy defenses, clockroaches will begin to sow pain and confusion with its acid spray and painful, metallic bites.

CLOCKROACH

Medium Construct, Unaligned

Armor Class 13
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Skills Acrobatics +5
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The clockroach has advantage on saving throws against spells and other magical effects.

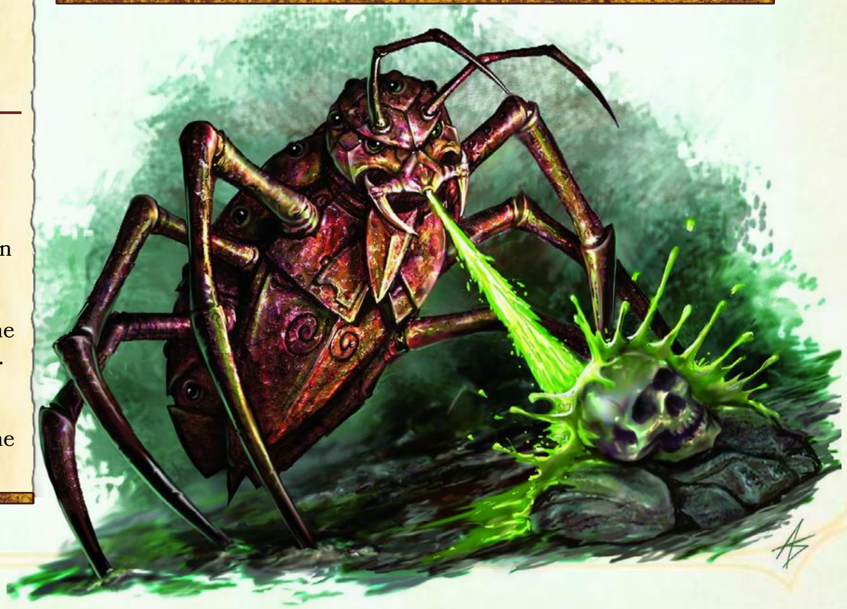
Slippery Frame: The clockroach gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

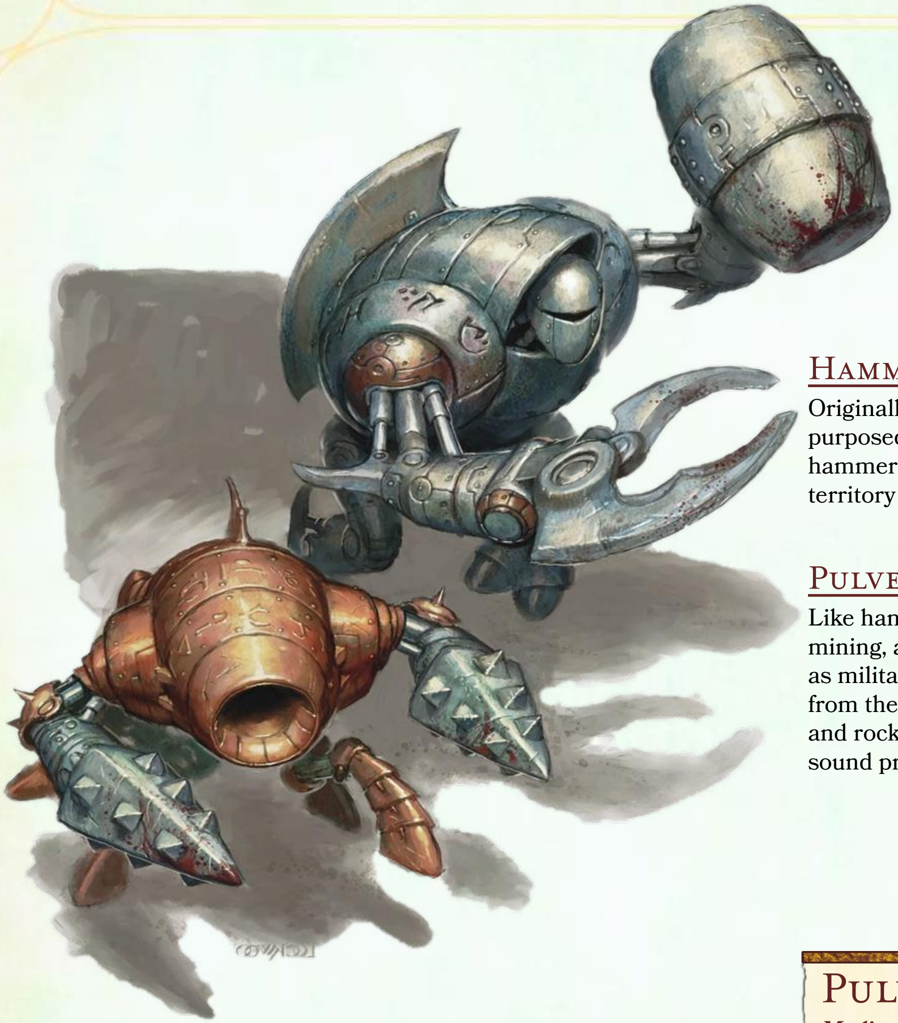
Unusual Nature. The clockroach doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) acid.

Acid Spray (Recharge 5–6). The clockroach spits a line of acid that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much on a successful one.





HAMMERER

Originally created for construction, hammerers are often repurposed as siege weapons. All steel and armed with a massive hammer and claws for hands, hammerers can march into enemy territory and destroy walls and smash skulls with deadly efficiency.

PULVERIZER

Like hammerers, pulverizers were created for construction, mining, and tunneling work. When used for war, pulverizers serve as military siege engineers. They emit intense high-pitched sounds from their cannon-like heads that can smash through solid stone and rock. Creatures unfortunate enough to be solidly hit by the sound projections are left dazed and senseless.

HAMMERER

Medium Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The hammerer has advantage on saving throws against spells and other magical effects.

Siege Monster. The hammerer deals double damage to objects and structures.

Unusual Nature. The hammerer doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

PULVERIZER

Medium Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Magic Resistance. The pulverizer has advantage on saving throws against spells and other magical effects.

Siege Monster. The pulverizer deals double damage to objects and structures.

Unusual Nature. The pulverizer doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The pulverizer makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Sonic Shriek (Recharge 5–6). The pulverizer emits intense sound in a cone 15 feet long. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much on a successful one.

Darklings

Darkling Creeper

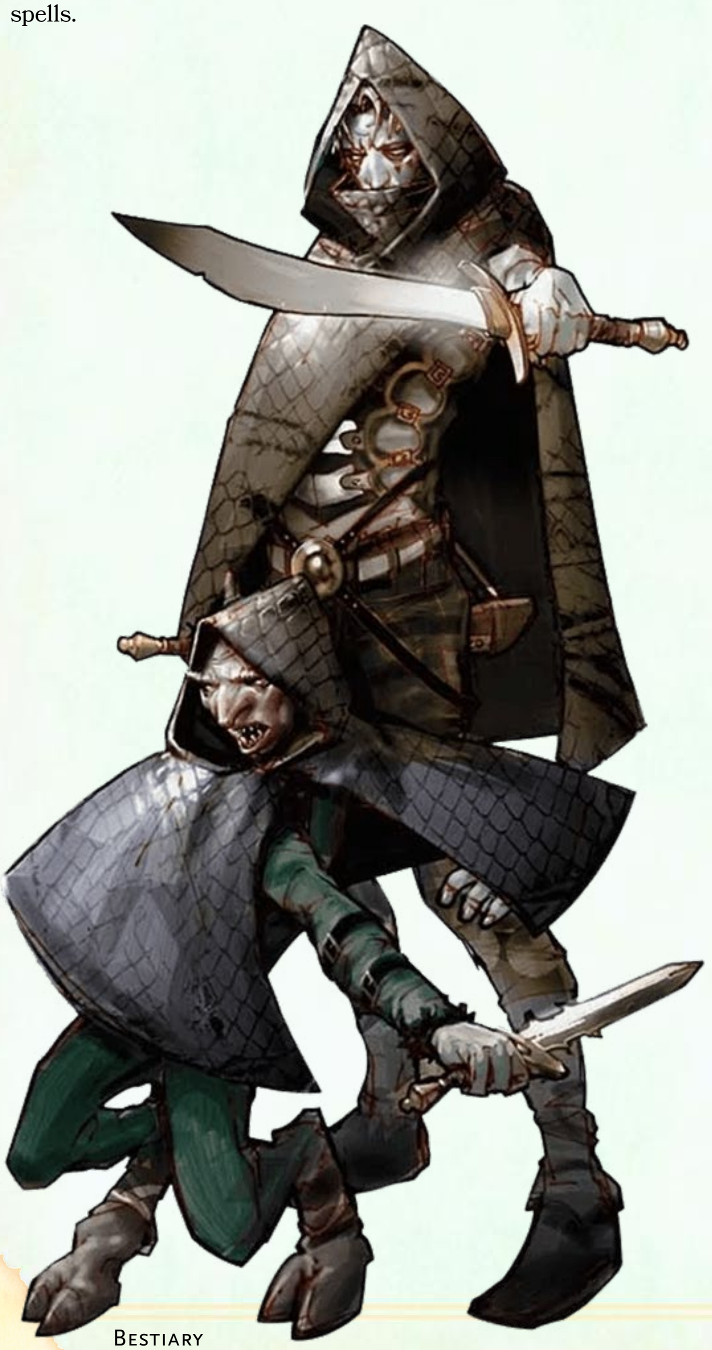
When they aren't out burglarizing, creepers serve as scouts for the darklings. Some may even be affiliated with the local thieves' guild, but will take steps to hide their true nature first.

Darkling Elder Assassin

Cold-blooded and pragmatic, darkling elder assassins take pride in their work. When their band is contracted to kill a challenging and difficult target, the darkling elder assassin will be more than happy to handle the task.

Darkling Elder Hexblade

Warlocks are not uncommon within the darkling ranks, as they are already comfortable answering to a shadowy patron. Most would prefer to be hexblades, though, due to the fact that they gain more satisfaction inflicting pain by hand instead of magical spells.



Darkling Elder Mastermind

Darkling elders are the leaders and brilliant strategists of the darkling community. Their primary task is to ensure each of their missions and orders are efficiently carried out.

Battle Tacticians. In combat, masterminds fight in a calculated and cunning manner. They can assess the battlefield with ease, and can give specific orders out to their subordinate darklings where they can be the most effective. They never knowingly put themselves at risk, and will always have a bodyguard or two nearby to redirect an attack made against them to it.

Darkling Skulker

Skulkers are more mature and experienced darkling creepers. While they are still used as scouts from time to time, they are the ones who are sent for longer spying missions. Their primary role is to infiltrate a potential target's base or home, gather information such as determine the level of risk and resources required to overwhelm it, and report back safely to the mastermind without getting noticed.

Darkling Creeper

Small Fey, Typically Chaotic Neutral

Armor Class 15 (leather armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +6, Deception +2, Perception + 5, Stealth +8
Senses darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Ambusher. The darkling has advantage on attack rolls against any creature it has surprised.

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Surprise Attack. If the darkling surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The darkling makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the darkling can take the Hide action.

DARKLING ELDER ASSASSIN

Medium Fey, Typically Chaotic Neutral

Armor Class 16 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Acrobatics +7, Deception +4, Perception +8, Stealth +10
Senses darkvision 60 ft., passive Perception 18
Languages Elvish, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the darkling elder has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the darkling elder scores against a surprised creature is a critical hit.

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature takes 10 (3d6) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Light Sensitivity. While in bright light, the darkling elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack (1/Turn). The darkling elder deals an extra 7 (2d6) damage when the darkling elder hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling elder that isn't incapacitated and the darkling elder doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The darkling elder makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Darkness (Recharges 6). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

BONUS ACTIONS

Shadow Step. While in dim light or darkness, the darkling elder can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Shadow Stealth. While in dim light or darkness, the darkling can take the Hide action.

DARKLING ELDER HEXBLADE

Medium Fey, Typically Chaotic Neutral

Armor Class 15 (studded leather)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +6, Deception +6, Perception +8, Stealth +9
Senses darkvision 60 ft., passive Perception 18
Languages Elvish, Sylvan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature takes 10 (3d6) radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Light Sensitivity. While in bright light, the darkling elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The darkling elder makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Darkness (Recharge 5–6). The darkling elder casts *darkness*, without any components and using Wisdom as its spellcasting ability.

Spellcasting. The darkling elder casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *eldritch blast* (3 bolts)*, mage hand, minor illusion*
4/day: *blink, cone of cold, dimension door, dispel magic, phantasmal killer*

BONUS ACTIONS

Hexblade's Curse (Recharges after a Short or Long Rest). The darkling elder targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the darkling elder dies, or it is incapacitated. Until the curse ends, the darkling elder gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the darkling elder regains 13 hit points.

REACTIONS

Armor of Hexes. When hit by an attack roll by a creature cursed by the darkling elder's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the darkling elder, regardless of its roll.

Darkling Elder Mastermind

Medium Fey, Typically Chaotic Neutral

Armor Class 15 (studded leather)
Hit Points 121 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +7, Int +7, Wis +7
Skills Acrobatics +7, Deception +10, Insight +11, Perception +11, Stealth +11
Senses darkvision 60 ft., passive Perception 21
Languages Elvish, Sylvan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Cunning Presence. An ally that starts its turn within 30 feet of this darkling elder and can see and hear this darkling elder can take the Dash, Disengage, or Hide action as a bonus action, provided the darkling elder isn't incapacitated.

Death Burn. When the darkling elder dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 13 Constitution saving throw. On a failure, the creature takes 10 (3d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Light Sensitivity. While in bright light, the darkling elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack (1/Turn). The darkling elder deals an extra 24 (7d6) damage when the darkling elder hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling elder that isn't incapacitated and the darkling elder doesn't have disadvantage on the attack roll.

Actions

Multiattack. The darkling elder makes two Rapier attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Darkness (Recharge 5–6). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

Bonus Actions

Cunning Action. The darkling elder takes the Dash, Disengage, or Hide action.

Cunning Insight (Recharge 5–6). The darkling elder chooses a target it can see within 30 feet of it. The darkling elder and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the darkling elder. These effects last until the start of the darkling elder's next turn.

Reactions

Misdirection. When the darkling elder is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

Darkling Skulker

Small Fey, Typically Chaotic Neutral

Armor Class 16 (leather armor)
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +7, Deception +2, Perception + 5, Stealth +9
Senses darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack (1/Turn). The darkling deals an extra 7 (2d6) damage when the darkling hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling that isn't incapacitated and the darkling doesn't have disadvantage on the attack roll.

Actions

Multiattack. The darkling makes two Dagger attacks.

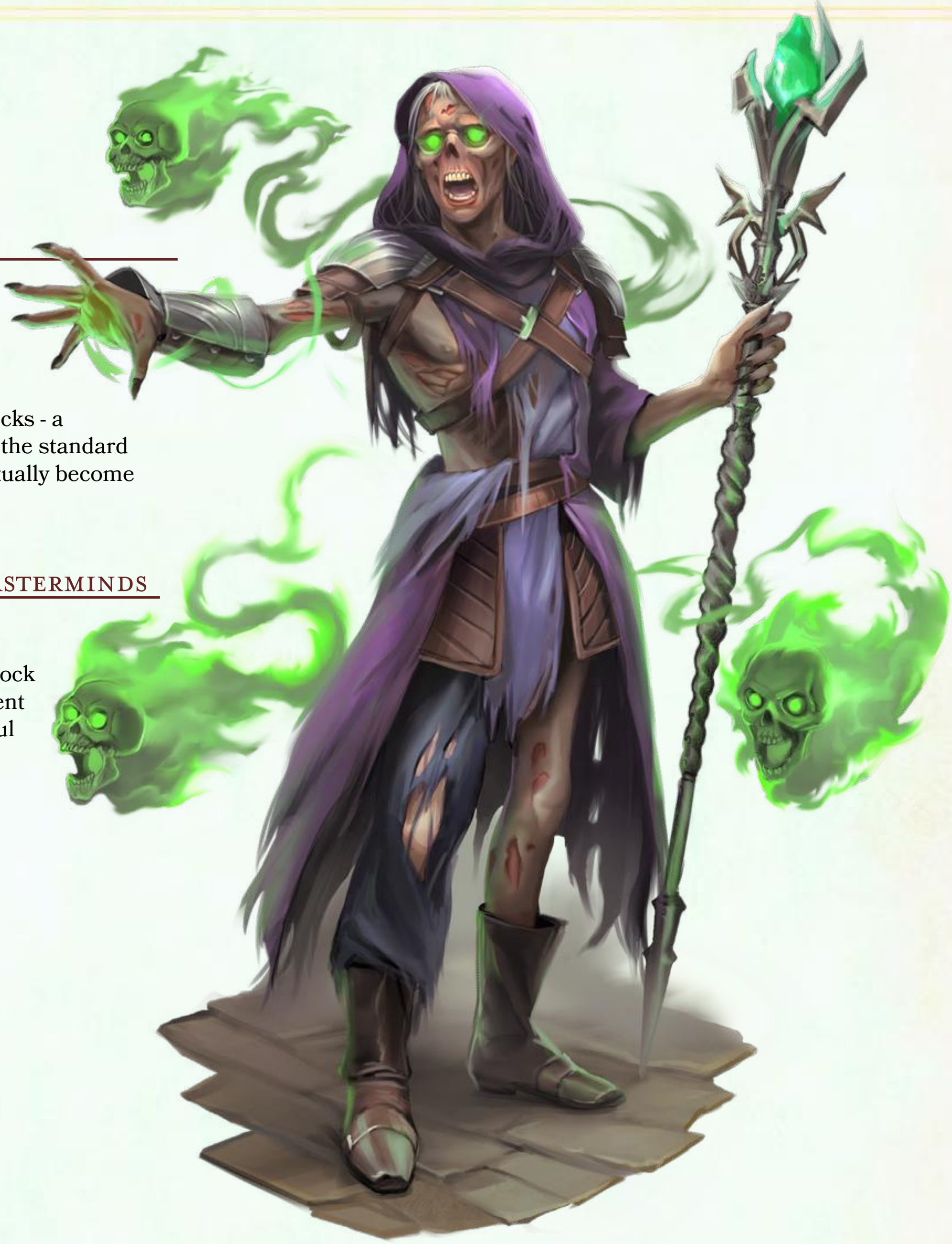
Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 3 (1d6) poison damage.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the darkling can take the Hide action.

Shadow Step. While in dim light or darkness, the darkling can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

DEATHLOCKS



GREATER DEATHLOCK

Greater deathlocks were once powerful warlocks who proved themselves useful to their patrons. Whether they broke their pacts or not, their evil masters deemed them too valuable to just leave rotting in their shallow graves and brought them back as greater deathlocks - a more magically skilled and dangerous version of the standard deathlock. A few of these, if left unchecked, eventually become deathlock masterminds.

ELDER AND ANCIENT DEATHLOCK MASTERMINDS

Deathlock masterminds, if deemed worthy by their patrons, are allowed to continue to grow in knowledge and power. Most become elder deathlock masterminds. A very rare few known as the ancient ones, are the most brilliant, cunning, and powerful of the deathlock masterminds.

DEATHLOCK, GREATER

Medium Undead, Typically Neutral Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Cha +6
Skills Arcana +5, History +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns Undead.

Unusual Nature. The deathlock doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The deathlock makes two Deathly Claw or Grave Bolt attacks.

Deathly Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Grave Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 13 (3d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

Spellcasting. The deathlock casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):
At will: *detect magic, disguise self, mage armor, minor illusion*
1/day each: *dispel magic, fly, hunger of Hadar, invisibility*

DEATHLOCK MASTERMIND, ELDER

Medium Undead, Typically Neutral Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 136 (21d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Int +7, Cha +9
Skills Arcana +7, History +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the deathlock's darkvision.

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns Undead.

Unusual Nature. The deathlock doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The deathlock makes three Deathly Claw or Grave Bolt attacks.

Deathly Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Grave Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) necrotic damage. If the target is Large or smaller, it must succeed on a DC 17 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

Spectral Skulls (Recharge 5–6). The deathlock conjures 3 ghostly skulls. Each skull flies and unerringly strikes a creature of the deathlock's choice that it can see within 60 feet of it. Each skull explodes on impact in a burst of necrotic energy. The target and each creature within 5 feet of it must make a DC 17 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. The spectral skulls all strike simultaneously, and the deathlock can direct them to hit one creature or several. Creatures in the area of more than one spectral skull burst can be affected more than once.

Spellcasting. The deathlock casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17):
At will: *detect magic, disguise self, mage armor, minor illusion*
1/day each: *circle of death, dimension door, dispel magic, fly, invisibility, synaptic static*

DEATHLOCK MASTERMIND, ANCIENT

Medium Undead, Typically Neutral Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 187 (25d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Int +8, Cha +10
Skills Arcana +8, History +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the deathlock's darkvision.

Legendary Resistance (2/Day). If the deathlock fails a saving throw, it can choose to succeed instead.

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns Undead.

Unusual Nature. The deathlock doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The deathlock makes three Deathly Claw or Grave Bolt attacks.

Deathly Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage.

Grave Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) necrotic damage. If the target is Large or smaller, it must succeed on a DC 18 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

Spectral Skulls (Recharge 5–6). The deathlock conjures 3 ghostly skulls. Each skull flies and unerringly strikes a creature of the deathlock's choice that it can see within 60 feet of it. Each skull explodes on impact in a burst of necrotic energy. The target and each creature within 5 feet of it must make a DC 18 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The spectral skulls all strike simultaneously, and the deathlock can direct them to hit one creature or several. Creatures in the area of more than one spectral skull burst can be affected more than once.

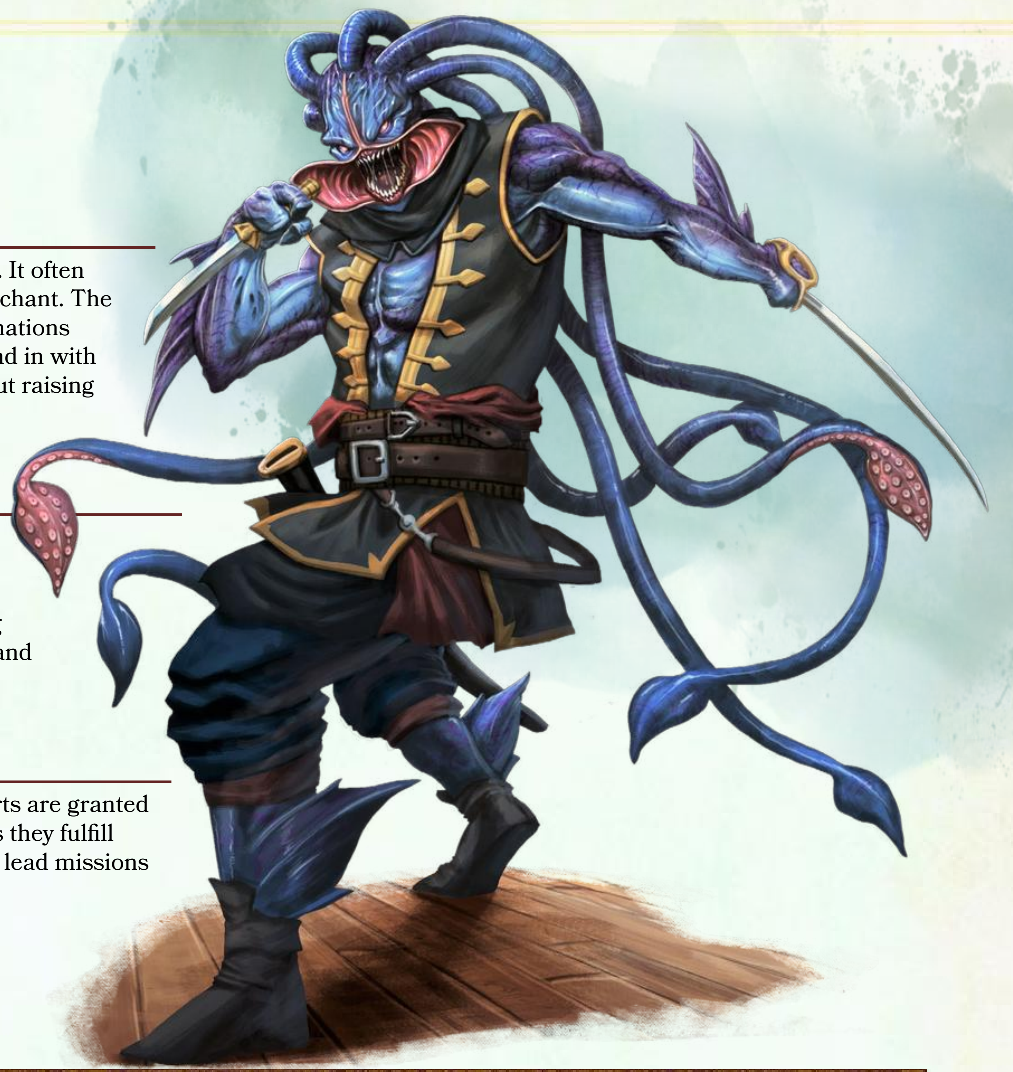
Spellcasting. The deathlock casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 18):
At will: *detect magic, disguise self, mage armor, minor illusion*
1/day each: *circle of death, dimension door, dispel magic, fly, invisibility, power word stun, synaptic static*

LEGENDARY ACTIONS

The deathlock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The deathlock regains spent legendary actions at the start of its turn.

Attack. The deathlock makes a Deathly Claw or Grave Bolt attack.
Dark Magic (Costs 2 Actions). The deathlock uses Spellcasting.

Deep Scions



Deep Scion Assassin

A deep scion assassin is ruthless and methodical. It often hides under the guise of a sailor or seafaring merchant. The deep scion uses connections to carry out assassinations on targets provided by its master. It is able to blend in with other traders and gain access to its targets without raising suspicion.

Deep Scion Thug

Deep scion thugs are created from weaker humanoids, possibly the crew of a sunken ship, or a group of unfortunate fishermen. Unlike their normal ilk, they prefer rushing and mugging their targets in open combat than using ambush and subterfuge.

Deep Scion Warlock

Deep scions that show an aptitude for the dark arts are granted powers by the gods of their masters for as long as they fulfill their pact. Natural leaders, they help scheme and lead missions provided by their masters.

Deep Scion Assassin

Medium Humanoid (Shapechanger), Typically Neutral Evil

Armor Class 14
Hit Points 84 (13d8 + 26)
Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Wis +4, Cha +5
Skills Deception +8, Insight +4, Sleight of Hand +7, Stealth +7
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, thieves' cant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Assassinate. During its first turn, the deep scion has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the deep scion scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). The deep scion deals an extra 7 (2d6) damage when the deep scion hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the deep scion that isn't incapacitated and the deep scion doesn't have disadvantage on the attack roll.

Actions

Multiattack. The deep scion makes two Rapier attacks, or it makes one Bite attack and two Claw attacks. Alternatively, it can make two ranged attacks.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn.

In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

Bonus Actions

Cunning Action. The deep scion takes the Dash, Disengage, or Hide action.

Change Shape. The deep scion transforms into a hybrid form (humanoid-piscine) or back into its true form, which is humanlike. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

DEEP SCION THUG

Medium Humanoid (Shapechanger), Typically Neutral Evil

Armor Class 12
Hit Points 90 (12d8 + 36)
Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4
Skills Deception +6, Insight +3, Sleight of Hand +4, Stealth +4
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, thieves' cant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Pack Tactics. The deep scion has advantage on an attack roll against a creature if at least one of the deep scion's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The deep scion makes two Battleaxe attacks, or it makes one Bite attack and two Claw attacks.

Battleaxe (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn.

In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

BONUS ACTIONS

Change Shape. The deep scion transforms into a hybrid form (humanoid-piscine) or back into its true form, which is humanlike. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

DEEP SCION WARLOCK

Medium Humanoid (Shapechanger), Typically Neutral Evil

Armor Class 12 (15 with *mage armor)*
Hit Points 150 (20d8 + 60)
Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6
Skills Arcana +4, Deception +9, Insight +5, Stealth +5
Senses darkvision 120 ft., passive Perception 12
Languages Aquan, Common, thieves' cant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Whispering Aura. At the start of each of the deep scion's turns, each creature of its choice within 10 feet of it must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage, provided the deep scion isn't incapacitated.

ACTIONS

Multiattack. The deep scion makes two Dagger attacks, or it makes one Bite attack and two Claw attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) psychic damage.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 10 (3d6) psychic damage.

Howling Void. The deep scion opens a momentary extraplanar rift within 60 feet of it. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 14 Wisdom saving throw. On a failed save, a creature takes 9 (2d8) psychic damage and is frightened of the deep scion until the start of the deep scion's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 14 Wisdom saving throw or be stunned until the end of the deep scion's next turn.

In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

Spellcasting. The deep scion casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *detect magic, guidance, levitate, mage armor* (self only), *mage hand, minor illusion, prestidigitation, speak with dead*
1/day each: *cone of cold, Evard's black tentacles, lightning bolt, tidal wave, true seeing*

BONUS ACTIONS

Change Shape. The deep scion transforms into a hybrid form (humanoid-piscine) or back into its true form, which is humanlike. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

DEMONS

ABYSSAL SKULKER

Small Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	9 (-1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, telepathy 60 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

Ambusher. The abyssal skulker has advantage on attack rolls against any creature it has surprised.

ACTIONS

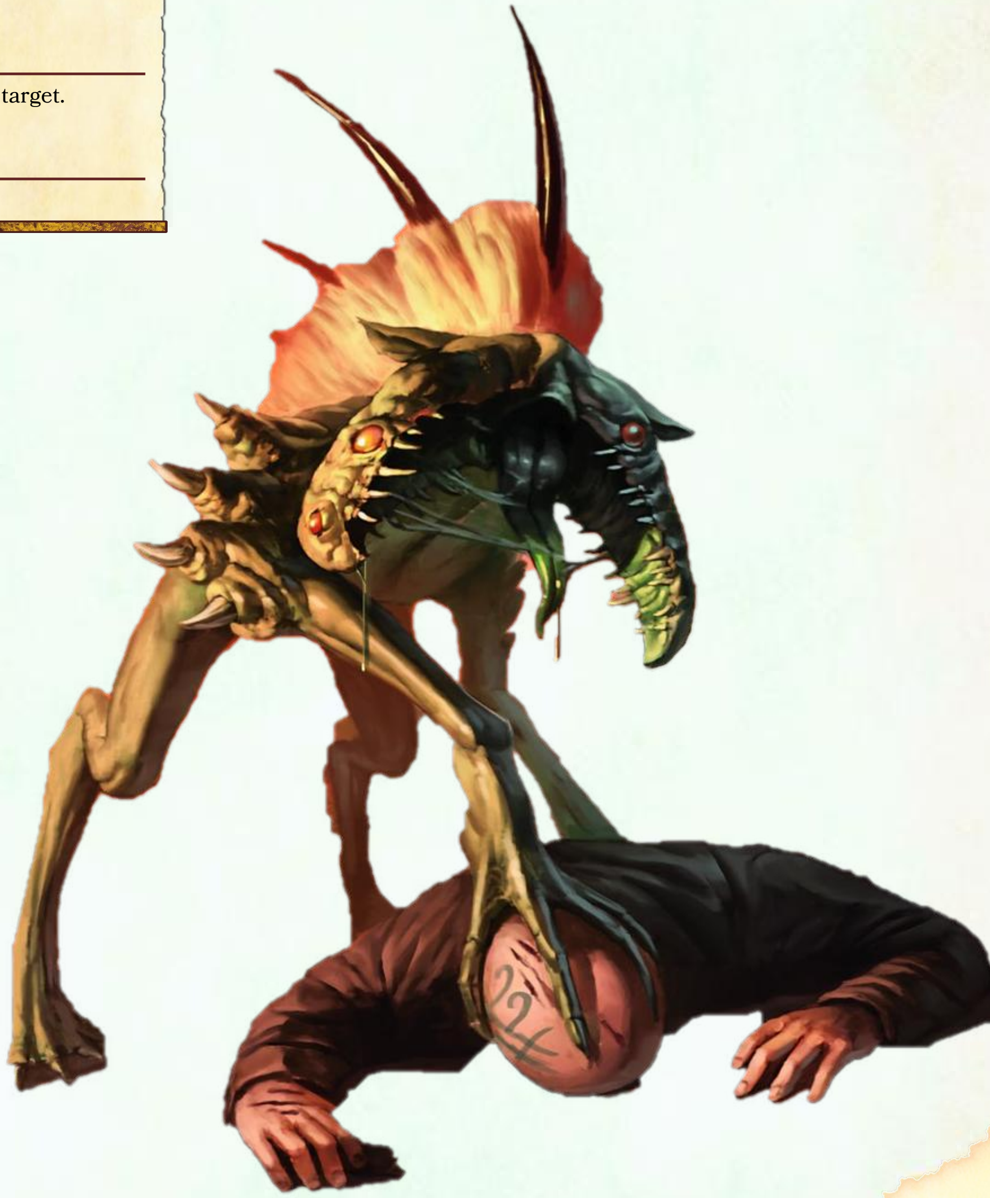
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

BONUS ACTIONS

Stealthy. The abyssal skulker takes the Hide action.

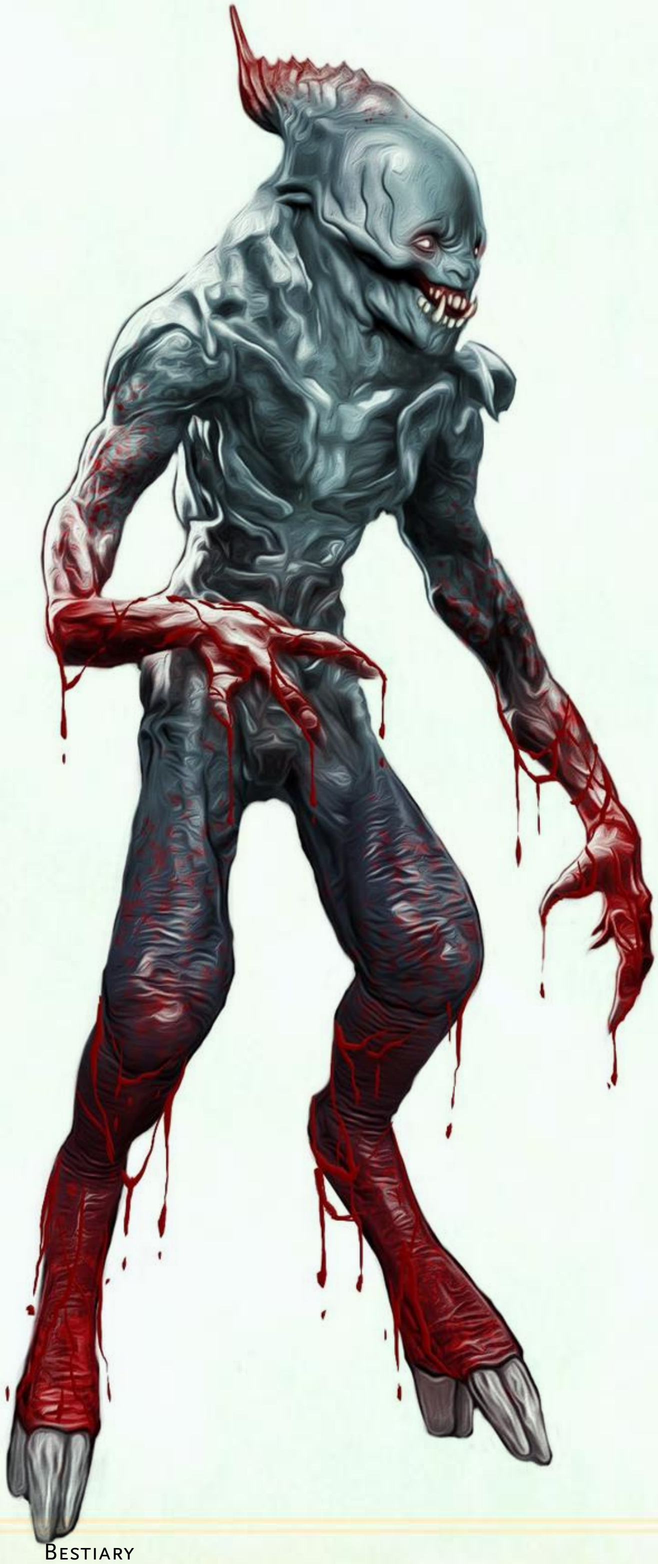
ABYSSAL SKULKER

The abyssal skulker resembles a reptilian quadruped, with a maw that opens sideways instead of vertically. Knobs of horn jutting from its joints and spine complete the demon's grotesque appearance. The abyssal skulker prefers to sneak up and ambush their prey, avoiding combat unless it can be sure to deal the first strike.



GREATER BABAU

Said to have been created by demon lord Juiblex, a greater babau is a rare and more dangerous species of babau. It is more intelligent and cunning compared to its normal ilk, and is gifted with spellcasting abilities. Worse still, its skin secretes a red slime so corrosive it can literally melt weapons that strike it.



BABAU, GREATER

Medium Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Skills Intimidation +5, Perception +8, Stealth +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Corrosive Slime. A creature that touches the babau or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage. In addition, any nonmagical weapon that hits the babau corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

When a creature hits the babau with a magical weapon and deals damage, it must succeed on a DC 14 Dexterity saving throw with advantage on the roll. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition that hits the babau is destroyed after dealing damage.

Magic Resistance. The babau has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). The babau deals an extra 7 (2d6) damage when the babau hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the babau that isn't incapacitated and the babau doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage plus 5 (1d10) acid damage.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack, plus 4 (1d8) acid damage.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 14 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The babau casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

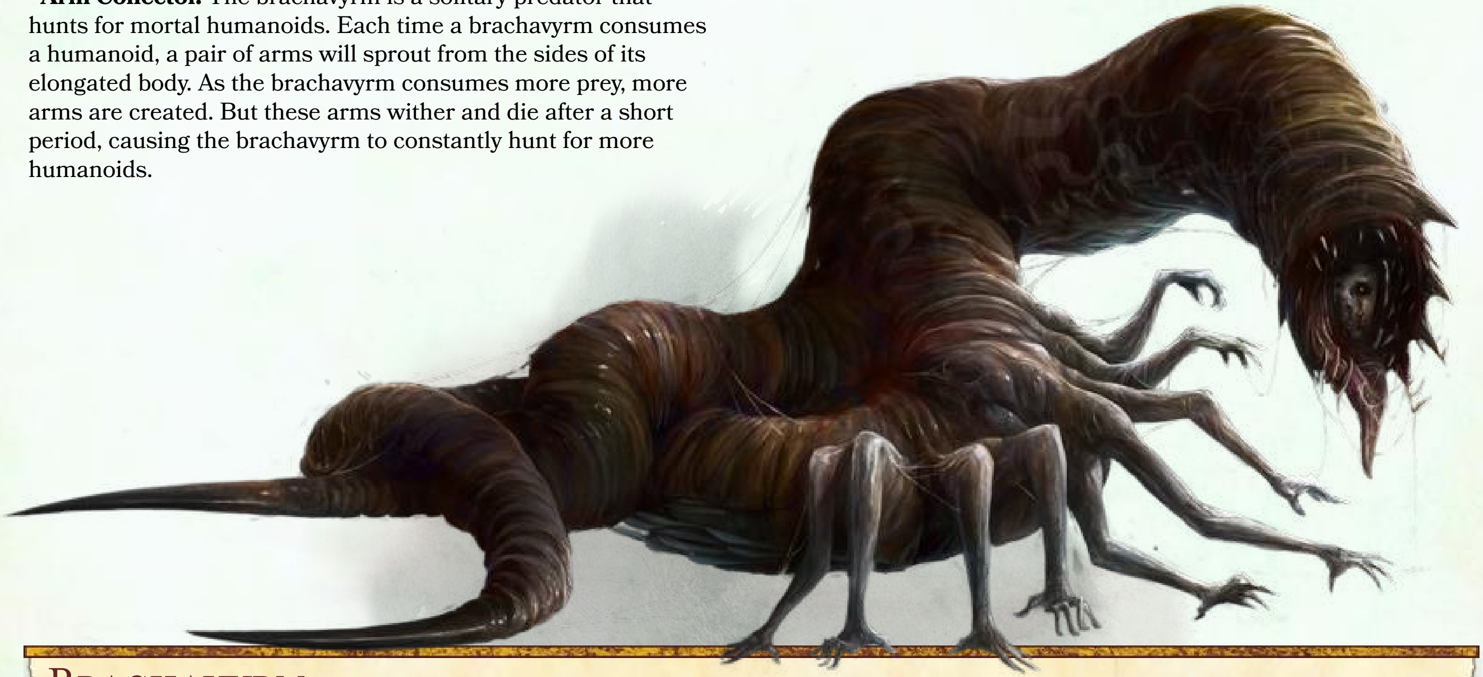
At will: *darkness, dispel magic, fear, heat metal, levitate*
1/day each: *polymorph* (self only), *teleport*

BRACHAVYRM

The loathsome brachavyrm is a creature of nightmares that prowls the fens, jungles, and marshlands of the Abyss. This demon resembles a giant 20-foot long, slime-coated, segmented worm with a maw ridged with sharp teeth. Its midsection splits into two tails, each ending with a wicked-looking stinger. Pairs of emaciated arms ending in clawed hands extend grotesquely from its segmented body and function as the creature's legs.

Arm Collector. The brachavyrm is a solitary predator that hunts for mortal humanoids. Each time a brachavyrm consumes a humanoid, a pair of arms will sprout from the sides of its elongated body. As the brachavyrm consumes more prey, more arms are created. But these arms wither and die after a short period, causing the brachavyrm to constantly hunt for more humanoids.

Versatile Predator. In combat, the brachavyrm first spits a line of saliva from its maw towards its target. The saliva instantly hardens into sticky, web-like filaments upon contact with air, and can entangle a target. Once a creature is ensnared, the brachavyrm lunges at it and quickly impales it with its twin stingers. After the venom is injected, the demon wraps its body around the victim, constricting it at the same time that its multiple clawed arms dig and tear through its flesh. Finally, the fiend bites the helpless prey and slowly swallows it whole.



BRACHAVYRM

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., burrow 20 ft., climb 30 ft. (see Body Arms)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	15 (+2)	7 (-2)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 60 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Body Arms. The brachavyrm gains a pair of arms each time it consumes a humanoid creature. For every five pairs of humanoid arms the brachavyrm has, its speed is increased by 5 feet. A pair of arms wither and die after a month it was created.

Spider Climb. The brachavyrm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The brachavyrm makes one Bite attack, one Constrict attack, and two Tail Stinger attacks. It can replace its Bite attack with Swallow or Web Spray, if available.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the brachavyrm can't bite another target.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 16 (2d10 + 5) slashing damage. The target is grappled (escape DC 19) if the brachavyrm isn't already constricting a creature, and the target is restrained until this grapple ends.

Tail Stingers. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or become poisoned.

Swallow. The brachavyrm makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the brachavyrm, and it takes 11 (2d10) acid damage at the start of each of the brachavyrm's turns.

If the brachavyrm takes 20 damage or more on a single turn from a creature inside it, the brachavyrm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the brachavyrm. If the brachavyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

If a swallowed creature dies and the creature is a humanoid, the corpse's body is consumed and a pair of arms sprout from the brachavyrm's body. When this happens, the creature can only be restored to life only by means of a *resurrection* spell or greater.

Web Spray (Recharge 5–6). The brachavyrm spits webbing in a line that is 30 feet long and 10 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw or be restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Jovoc

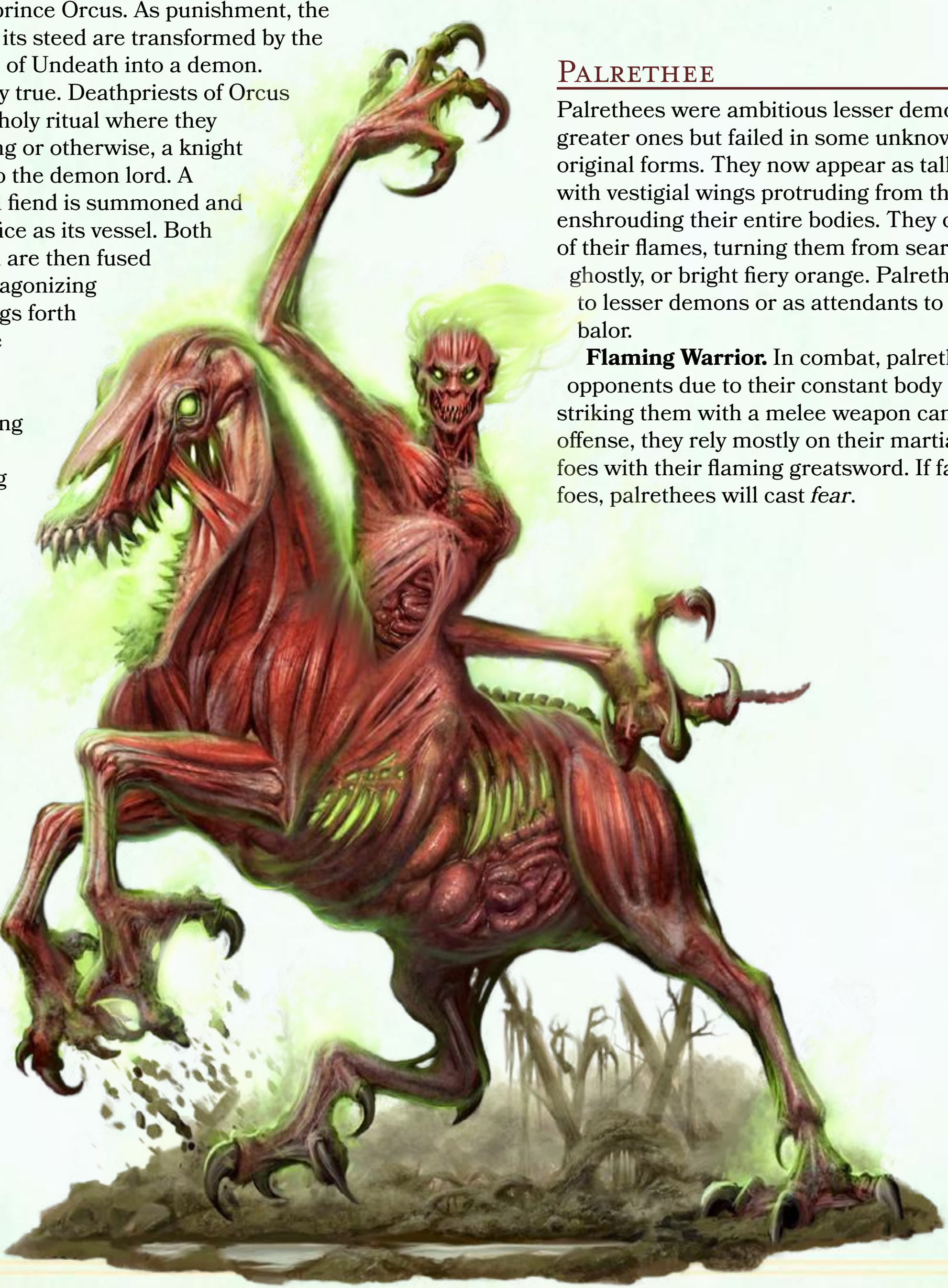
Jovocs are small, obnoxious demons that roam in packs in the Abyss. Standing only at around four feet tall, jovocs resemble dark-skinned hairless shriveled humanoids that have long arms that end in three clawed fingers that are permanently stained with blood.

Angry Mob. While jovocs appear to be weak compared to other demons, they make up for it in sheer numbers. They have been known to take on bigger and stronger targets, overwhelming them with coordinated attacks.

Aura of Retribution. What make jovocs a real threat in battle is their aura of retribution which allows them to magically inflict pain against nearby creatures when they get hurt. When facing multiple enemies, the jovocs employ a nasty tactic. Instead of directly attacking their foes, jovocs will claw each other, enabling them to deal damage to multiple targets.

Nuckelavee

According to legend, the nuckelavee was once a powerful champion of good that fell in battle against the forces of the demon prince Orcus. As punishment, the champion and its steed are transformed by the Demon Prince of Undeath into a demon. This is partially true. Deathpriests of Orcus perform an unholy ritual where they sacrifice, willing or otherwise, a knight and its steed to the demon lord. A mighty abyssal fiend is summoned and uses the sacrifice as its vessel. Both man and steed are then fused together in an agonizing ritual that brings forth the nuckelavee - a fiendish abomination whose horrifying visage can bring unending nightmares to those that gaze upon it. The resulting appearance - crimson ropy muscles visible through translucent skin, black blood coursing through yellow veins, an equine skull jutting from its midsection - is horrific.



Amphibious Fiend. While it may be a fiend, the amphibious nuckelavee is normally encountered in the Material Plane, wading in dismal watery places such as fog-filled bogs and marshlands.

Bringer of Woe. Like all servants of Orcus, the nuckelavee is devoid of its heart, and its once righteous spirit has been replaced with a desire for death and destruction - all for the glory of the demon prince of undeath. It now serves as a terrifying herald of Orcus. Some say that when someone a nuckelavee is sighted, disease, drought, and pestilence shall soon follow.

Champion of Undeath. The nuckelavee's entire being seethes with necrotic energy. Its very presence instantly kills nearby animal and plant life, leaving only death and decay at its wake. It is not surprising then that it can be found in the company of undead, even serving them as their leader.

Baleful Weapons. In combat, the nuckelavee can be a deadly opponent that should not be underestimated. Its potent breath can instantly cause flesh and bone to rot, and its dreaded claws can cause instant death to those who are foolish enough to challenge it.

Palrethee

Palrethees were ambitious lesser demons that aspired to become greater ones but failed in some unknown trial that destroyed their original forms. They now appear as tall, emaciated humanoids with vestigial wings protruding from their back and hot flames enshrouding their entire bodies. They can control the appearance of their flames, turning them from searing blue, translucent and ghostly, or bright fiery orange. Palrethees often serve as captains to lesser demons or as attendants to greater demons, such as a balor.

Flaming Warrior. In combat, palrethees can be difficult opponents due to their constant body flames. A mere touch or striking them with a melee weapon can cause severe burns. For offense, they rely mostly on their martial abilities, cutting down foes with their flaming greatsword. If faced with a large number of foes, palrethees will cast *fear*.

Jovoc

Small Fiend (Demon), Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 26 (4d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, telepathy 60 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

Aura of Retribution. When the jovoc takes damage, each creature within 10 feet of the jovoc must make a DC 13 Constitution saving throw or take 4 (1d8) necrotic damage. Demons and Undead are immune to this effect.

Pack Tactics. The jovoc has advantage on an attack roll against a creature if at least one of the jovoc's allies is within 5 feet of the creature and the ally isn't incapacitated.

Regeneration. The jovoc regains 5 hit points at the start of its turn. If it takes acid or radiant damage, this trait doesn't function at the start of its next turn. The jovoc dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The jovoc makes two Claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Palrethee

Medium Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Heated Body. A creature that touches the palrethee or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Actions

Multiattack. The palrethee makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (1d10) fire damage, and the target catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Spellcasting. The palrethee casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *detect evil and good, detect magic*
1/day: *fear*

Nuckelavee

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Str +8, Con +8, Wis +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The nuckelavee can breathe air and water.

Magic Resistance. The nuckelavee has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nuckelavee uses Dreadful Visage. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw. If the saving throw fails by 5 or more, the target is reduced to 0 hit points, unless it is immune to necrotic damage. Otherwise, a target takes 11 (2d10) necrotic damage on a failed save.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, and the target must succeed on a DC 16 Constitution saving throw. If the saving throw fails by 5 or more, the target is reduced to 0 hit points, unless it is immune to necrotic damage. Otherwise, a target takes 11 (2d10) necrotic damage on a failed save.

Dreadful Visage. Each creature within 60 feet of the nuckelavee that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the initial saving throw fails by 5 or more, the creature is paralyzed while frightened in this way. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the nuckelavee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the nuckelavee's Dreadful Visage for the next 24 hours. Undead and Fiends ignore this effect.

Pestilent Breath (Recharge 5–6). The nuckelavee's equine head exhales pestilent gas in a 30-foot cube. Each creature in that area must succeed on a DC 16 Constitution saving throw, taking 22 (4d10) poison damage and 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Aura of Annihilation. The nuckelavee activates or deactivates this deathly aura. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the nuckelavee. Undead and Fiends ignore this effect.

SHOOSUVA PACK LORD

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	21 (+5)	7 (-2)	16 (+3)	10 (+0)

Saving Throws Dex +5, Con +9, Wis +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Gnoll, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Magic Resistance. The shoosuva has advantage on saving throws against spells and other magical effects.

Pack Tactics. The shoosuva has advantage on an attack roll against a creature if at least one of the shoosuva's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pack Leader. The shoosuva's allies have advantage on attack rolls while within 20 feet of the shoosuva, provided it isn't incapacitated.

ACTIONS

Multiattack. The shoosuva makes one Bite attack and one Tail Stinger attack.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 39 (6d10 + 6) piercing damage.

Tail Stinger. *Melee Weapon Attack*: +10 to hit, reach 20 ft., one creature. *Hit:* 24 (4d8 + 6) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yeenoghu's Laugh (1/Day). The shoosuva emits an unnerving hyena laugh. Each ally that is within 30 feet of it, can hear it, and not already affected by Yeenoghu's Laugh gain 10 temporary hit points. All other creatures within 30 feet must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Yeenoghu's Laugh for the next 24 hours.

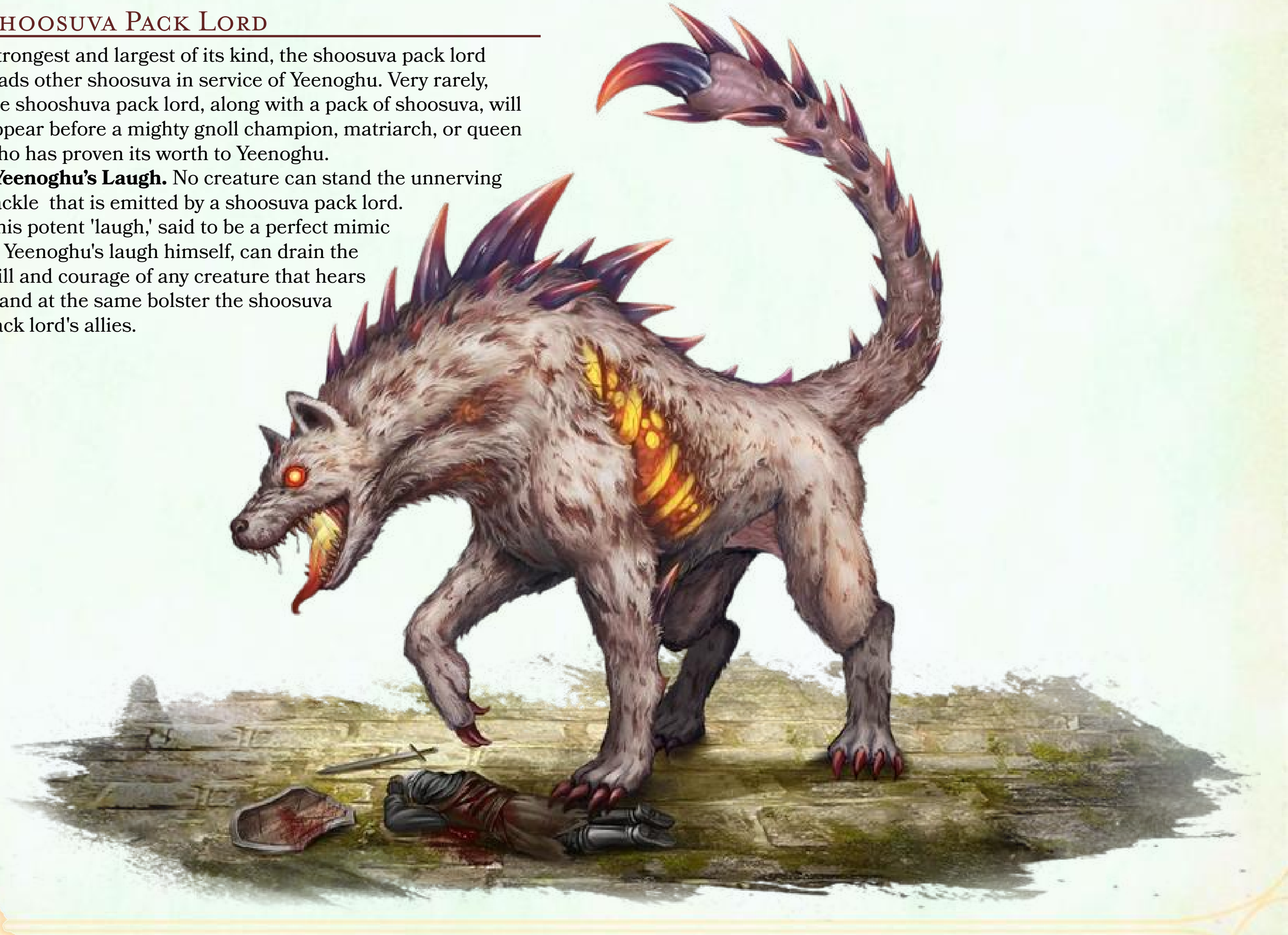
BONUS ACTIONS

Rampage. After the shoosuva reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva moves up to half its speed and makes a Bite attack.

SHOOSUVA PACK LORD

Strongest and largest of its kind, the shoosuva pack lord leads other shoosuva in service of Yeenoghu. Very rarely, the shooshuva pack lord, along with a pack of shoosuva, will appear before a mighty gnoll champion, matriarch, or queen who has proven its worth to Yeenoghu.

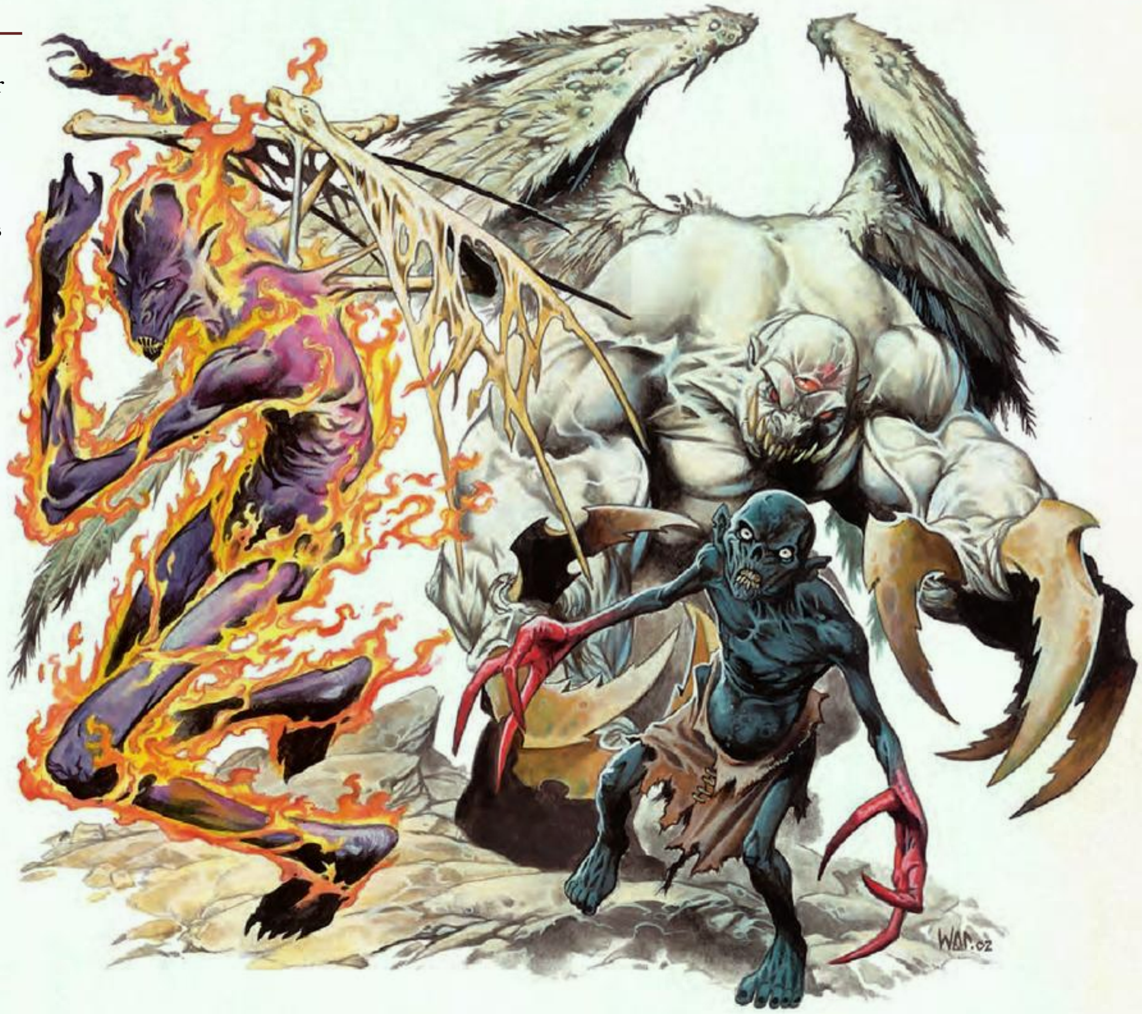
Yeenoghu's Laugh. No creature can stand the unnerving cackle that is emitted by a shoosuva pack lord. This potent 'laugh,' said to be a perfect mimic of Yeenoghu's laugh himself, can drain the will and courage of any creature that hears it and at the same bolster the shoosuva pack lord's allies.



ZOVVUT

Zovvuts are the bastard spawns of angels that were assaulted by greater demons and demon princes. They resemble large, muscular hairless ogres with fanged and tusked maws and arms that end in scimitar-like finger claws. Wretched feather wings stretch from their humped backs, the only vestige left of their angelic heritage. Make no mistake, zovvuts may be half an angel, but their hearts are full of hate and anger as their demonic parent's which is probably why they resent being commanded or spoken down to by their more powerful ilk.

Reckless Brutes. Foul tempered and hard to control, their masters often just set them loose against foes and left on their own, which is probably wise. Zovvuts rely mostly on their brute strength, wading recklessly into melee and shredding their victims with their fearsome claws.



ZOVVUT

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Draining Gaze. When a creature that can see the zovvut's eyes starts its turn within 30 feet of the zovvut, the zovvut can force it to make a DC 14 Constitution saving throw if the zovvut isn't incapacitated and can see the creature. On a failed save, a creature takes 9 (2d8) necrotic damage, its hit point maximum is reduced by an amount equal to the damage taken, and the zovvut regains hit points equal to the amount. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the zovvut until the start of its next turn. If the creature looks at the zovvut in the meantime, it must immediately make the saving throw.

Reckless. At the start of its turn, the zovvut can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The zovvut makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Teleport. The zovvut magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The zovvut casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *darkness, detect evil and good, detect thoughts*
1/day each: *blight, clairvoyance*

Demon: Demon Lord

Lolth, The Spider Queen

Lolth, the Queen of Spiders, is the primary deity of the drow. Cruel and unforgiving, Lolth demands blood and sacrifice from her worshipers. Those who gain her favor are gifted with her boon, and those who do not are severely punished by Lolth herself. This has caused much infighting within the drow, as Houses fight against each other to bring the best sacrifices to the Spider Queen. In truth, Lolth does not have an ounce of care for her worshipers. She revels in the death and destruction done in her name. Her hatred spans millennia and goes back to when she was first exiled to the Abyss. To this day, each and every plan and scheme she endeavors are all for the downfall of those who sent her to the Demonweb Pits.

Spider Queen. Lolth usually appears as a slender female drow dressed in silk made from spider webs. Her true form, however, is the epitome of the Queen of Spiders. Lolth has the upper half of a strikingly beautiful female drow, with long white hair and gleaming black and purplish eyes. Her humanoid torso has eight arms and is connected to the head of a giant black spider with eight glowing red eyes, two poisonous fangs, and eight chitinous legs that end in razor-sharp points.

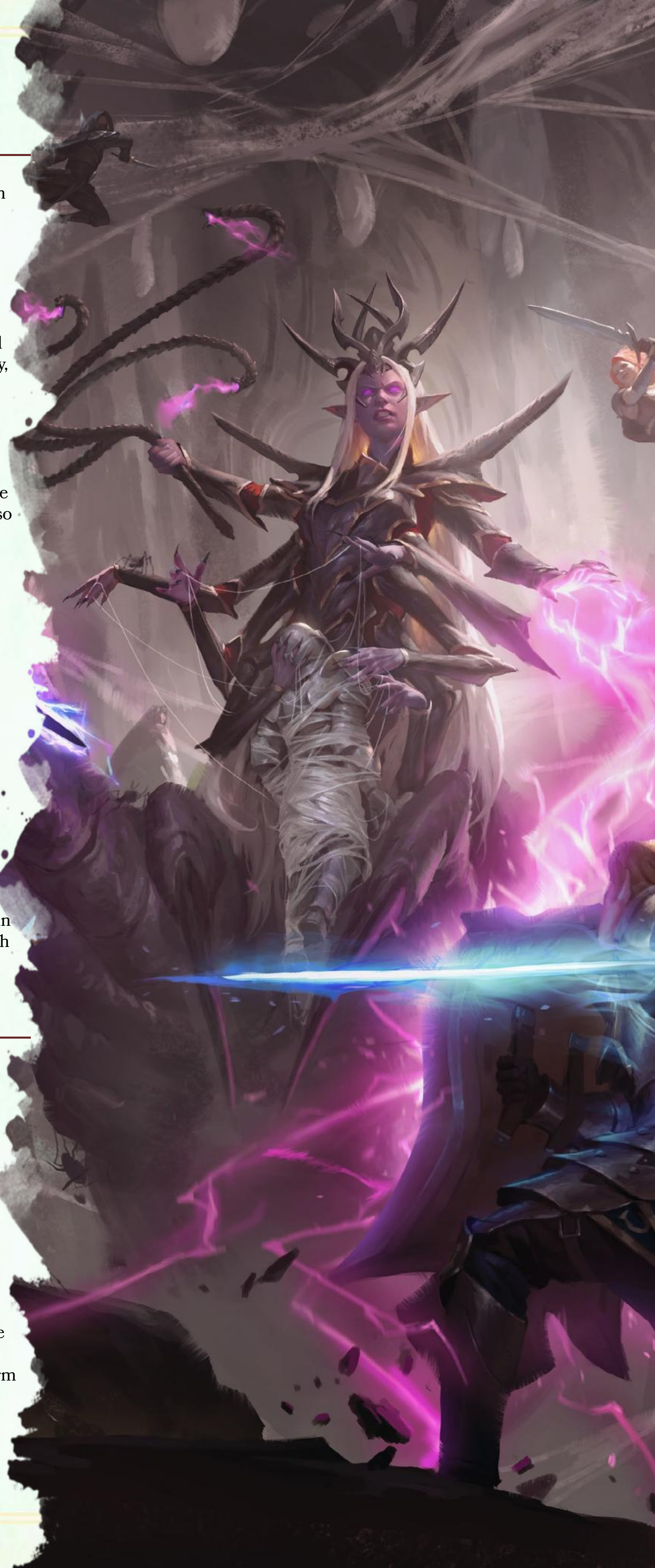
Vicious Sadist. Lolth is known for extreme cruelty and sadism. She takes great pleasure in inflicting pain and psychologically tormenting her prey. In the rare instances that she finds herself in combat, she will toy with her opponents first, giving them false hope that they might have a chance of defeating her, only to quickly turn the tables and reveal that she was never in any real trouble. She will prioritize targeting those who are beloved by all so she can revel in their agony as she slowly kills that target while the rest of her victims watch helplessly in horror.

Deadly Foe. As a deity, Lolth is incredibly powerful and does not need weapons when fighting. She usually summons her faithful handmaidens, or yochlols, and select high-level drow servitors to fight for her. Lolth relies on her spellcasting abilities to confound her opponents and trap them in her steel-like webs. Each of her legs can be used as a spear and can stab and pierce creatures with ease as she goes for the kill with her poisonous fangs.

Lolth's Lair

The abode of Lolth is a treacherous realm known as the Demonweb Pits. There are many ways to access the 66th layer of the Abyss where the realm of the Demonweb can be found but getting out may be the biggest problem. The Demonweb is a mass of deep chasms, rocky gorges, tunnels, and pathways that stretch from all directions and are all full of webs, traps, and hungry denizens. No one has ever been able to map this maze-like plane because Lolth constantly changes paths when she spins her webs.

The entire realm of Demonweb is difficult terrain, and any creature that seeks to traverse its web-filled tunnels will need to take care not to get caught in any of the webs lest they be food for Lolth's faithful. The Pit, which resides at the bottom of the Demonweb, is a dark cavern Lolth occupies. The entire cavern is lit with blue flame torches scattered about its numerous alcoves. Thick webs cover every corner and also form a natural carpet on the floor, making walking more difficult for everyone except spiders and spider-kin alike. In the middle of the cavern is Lolth's throne, just behind a stone altar used for sacrifices. Behind the throne is a set of golden doors through which are multiple passages to different planes and locations.



Lair Actions

On initiative count 20 (losing initiative ties), Lolth can take one of the following lair actions; she can't take the same lair action two rounds in a row:

- Lolth casts *web* (spell save DC 25, no components required) at 4 different points within her lair. Lolth doesn't need to see the points and doesn't need to maintain concentration on the spell. The webs lasts for 1 minute, until Lolth uses this lair action again, or until Lolth dies or is incapacitated.
- Lolth magically summons 2d4 **phase spiders** (*MM, pg. 334)* or 1d3 **driders** (*MM, pg. 120)* to appear in unoccupied spaces that she chooses within the lair. They vanish after 1 hour.
- Lolth magically summons a **yochlol** (*MM, pg. 65)*. It appears in an unoccupied space within 60 feet of Lolth and obeys Lolth without question. It remains for 10 minutes, until it or Lolth dies, or until Lolth dismisses it as an action.

Regional Effects

The region containing Lolth's lair is warped by its magic, creating one or more of the following effects:

- Giant spiders and spider swarms infest the areas within 6 miles of the lair. These arachnids are aggressive and will immediately attack intruders.
- Surfaces within 6 miles of the lair are frequently covered by webs. Any creature touching these webs will be detected by Lolth's Web Sense.
- Webs within 6 miles of the lair appear and block paths or disappear and reveal new paths, making navigation in the area exceedingly difficult.

If Lolth dies, these effects fade over the course of 1d10 days.

Lolth

Huge Fiend (Demon), Chaotic Evil

Armor Class 23 (natural armor)
Hit Points 400 (32d12 + 192)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23 (+6)	23 (+6)	26 (+8)	26 (+8)	29 (+9)

Saving Throws Dex +14, Int +16, Wis +16, Cha +17
Skills Deception +17, Perception +16, Stealth +14
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 26
Languages Abyssal, Elvish, Undercommon, telepathy 120 ft.
Challenge 28 (120,000 XP) **Proficiency Bonus** +8

Discorporation. When Lolth drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Abyss, and she is unable to take physical form for a time.

Legendary Resistance (4/Day). If Lolth fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Lolth is immune to spells of 6th level or lower. She has advantage on saving throws against all other spells and magical effects.

Regeneration. If Lolth has at least 1 hit point, she regains 30 hit points at the start of her turn.

Spider Climb. Lolth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, Lolth knows the exact location of any creature in contact with the same web.

Web Walker. Lolth ignores movement restrictions caused by webbing.

Actions

Multiattack. Lolth uses Web. She then makes one Bite attack, one Whip attack, and two Foreleg attacks or uses Insidious Bolt three times.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) force damage, and if the target is a creature, it must succeed on a DC 22 Constitution saving throw. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to poison damage. Otherwise, the target takes 22 (4d10) poison damage and is poisoned for 1 minute on a failed save.

Whip. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit*: 17 (3d6 + 7) force damage plus 21 (6d6) poison damage, and the target has disadvantage to attack rolls and saving throws until the end of Lolth's next turn. In addition, the target must succeed on a DC 23 Strength saving throw or be pulled up to 25 feet toward Lolth.

Foreleg. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) force damage, and if the target is a creature, it is grappled (escape DC 17). While grappled, the target is restrained, takes 7 (2d6) necrotic damage at the start of each of Lolth's turns, and Lolth can't use one of her Foreleg attacks on another target.

Insidious Bolt. *Ranged Spell Attack:* +17 to hit, range 120 ft., one target. *Hit:* 14 (4d6) poison damage and 14 (4d6) psychic damage, and the target is poisoned until the end of Lolth's next turn. While poisoned, the target can't use reactions and has disadvantage on saving throws.

Web. *Ranged Weapon Attack:* +15 to hit, range 60/120 ft., one Huge or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 22 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 15, 20 hit points, resistance to bludgeoning damage, and immunity to acid, poison, and psychic damage.

Spellcasting. Lolth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 25):

At will: *alter self* (can become a Medium female Drow when changing her appearance), *detect magic, web*
3/day each: *confusion, dispel magic, dominate person, fly, teleport*
1/day each: *maddening darkness, psychic scream*

Legendary Actions

Lolth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lolth regains spent legendary actions at the start of her turn.

Insidious Poison. Lolth chooses one creature within 30 feet that she has poisoned. The target must make a DC 25 Wisdom saving throw. On a failed save, the target uses its reaction to move up to half its speed as Lolth directs and make one weapon attack against a visible creature of Lolth's choice.

Web. Lolth uses Web.

Attack (Costs 2 Actions). Lolth makes a Whip or Foreleg attack.

Cast a Spell (Costs 3 Actions). Lolth uses Spellcasting.

DERRO

DERRO BERSERKER

Berserkers are usually placed at the frontlines of battles and hunting parties not just because of their fighting prowess, but because no one else wants to fight beside them. Berserkers are rabidly aggressive and are prone to attack anything it sees, enemies and derro alike. Hook guards and thugs placed in the frontlines keep berserkers at bay with their spears while taskmasters keep their rage focused on enemies.

DERRO HOOKGUARD

Hookguards specialize in keeping foes' attention on themselves and away from their more vulnerable allies. They savagely run after any who try to move past their guard.

DERRO MASTER SAVANT

Derro savants who are favored by their deity, Diirinka, eventually become master savants. These unique savants are divine souls blessed with the ability to unleash both arcane and divine spells. They are recognized as the true chosen ones by their kin, and naturally become their supreme leaders.

DERRO BERSERKER

Small Aberration, Typically Chaotic Evil

Armor Class 14 (hide armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

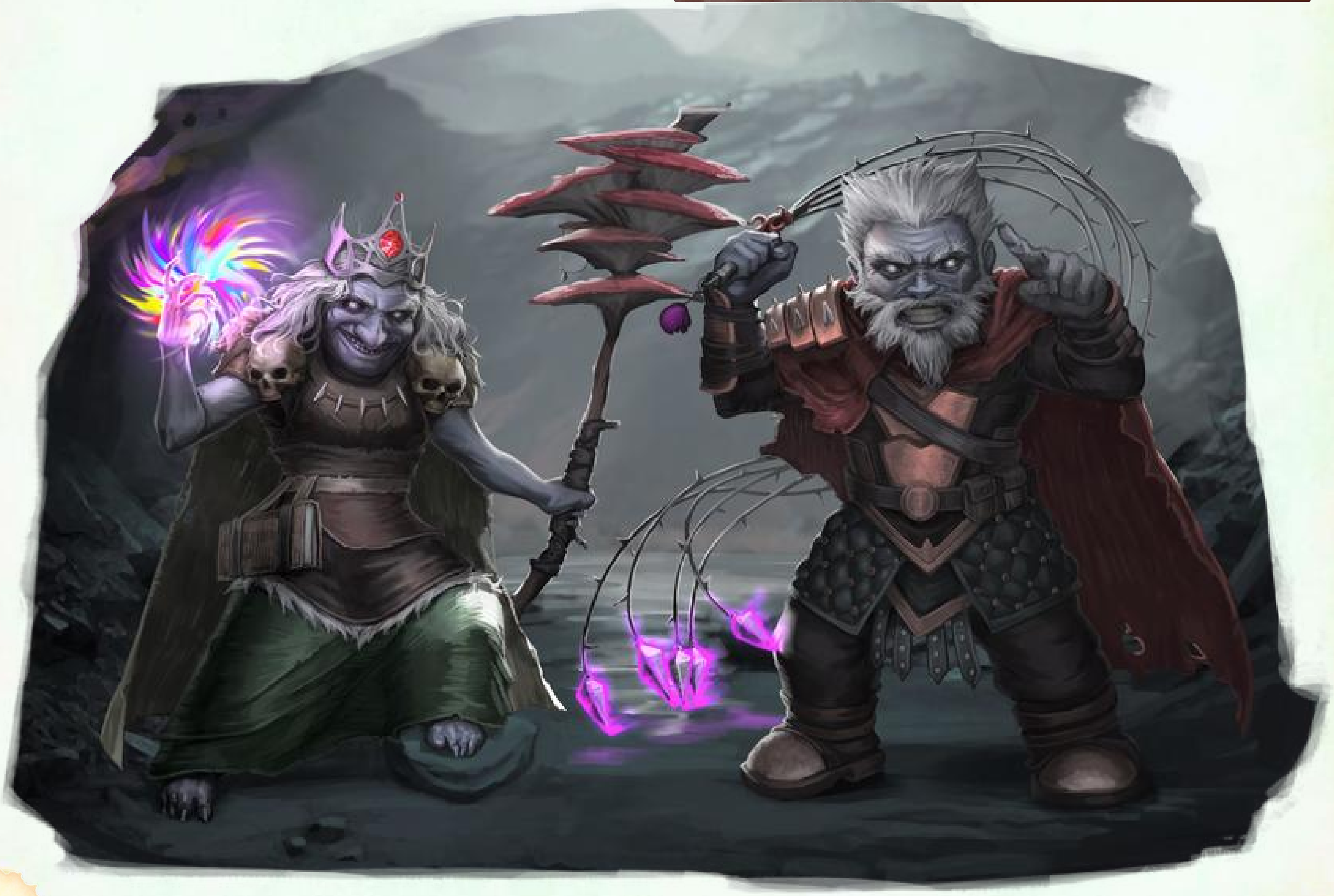
Reckless. At the start of its turn, the derro can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The derro makes two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.



DERRO HOOKGUARD

Small Aberration, Typically Chaotic Evil

Armor Class 15 (scale mail)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +3
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The derro makes two Hooked Spear attacks.

Hooked Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is Medium or smaller, the derro can choose to deal no damage and knock it prone. In either case, the target is marked until the end of the derro's next turn. This effect ends early if the derro is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the derro, a creature marked by the derro has disadvantage on any attack roll that doesn't target the derro.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Punish the Marked. The derro can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the derro during the last turn. The derro's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 3 (1d6) damage to the target.

DERRO MASTER SAVANT

Small Aberration, Typically Chaotic Evil

Armor Class 13 (leather armor)
Hit Points 82 (15d6 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	12 (+1)	5 (-3)	17 (+3)

Skills Arcana +4, Stealth +5
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Favored by Diirinka (Recharges after a Short or Long Rest). If the derro fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Chromatic Beam. The derro launches a brilliant beam of magical energy in a 5-foot-wide line that is 60 feet long. Each creature in the line must make a DC 14 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Chromatic Blast (1/Day). The derro magically emits brilliant energy in a 60-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 28 (8d6) radiant damage and is blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the blind effect on a success. On a success, a creature takes half as much damage and isn't blinded.

Spellcasting. The derro casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand, message, prestidigitation*
2/day each: *invisibility, sleep, spider climb*
1/day each: *confusion, dispel magic, sickening radiance, tongues*

BONUS ACTIONS

Heightened Spell (2/Day). When the derro casts a spell that forces a creature to make a saving throw to resist the spell's effects, the derro gives one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell (2/Day). The derro uses Spellcasting.

DERRO TASKMASTER

Taskmasters are derro savants who keep derro warriors in line while in the battlefield due to their tendency to give in to their insane nature. When not leading derro in combat, they can be found managing derro slave labor and prisoner camps.

DERRO TASKMASTER

Small Aberration, Typically Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 66 (12d6 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	5 (-3)	9 (-1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The derro makes two Flail attacks.

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 7 (2d6) psychic damage.

Mind Stab. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 16 (3d8 + 3) psychic damage, and the target must succeed on a DC 13 Intelligence saving throw or become incapacitated until the end of the derro's next turn. Constructs and Undead are immune to this effect.

Mind Blades (1/Day). Each creature of the derro's choice within 30 feet of it is beset by excruciating psychic attacks and must make a DC 13 Intelligence saving throw. On a failed save, a creature takes 24 (7d6) psychic damage and is incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the incapacitation effect on a success. On a success, a creature takes half as much damage and isn't incapacitated.

Spellcasting. The derro casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage hand, message, prestidigitation*
2/day each: *fear, mind spike, thunderwave*
1/day each: *charm monster, hold person* (2 targets), *lightning bolt, phantasmal killer*

BONUS ACTIONS

Spur Ally. The derro targets a visible ally within 30 feet of it. The target must see and hear the derro and have less hit points than the derro. The target takes 3 (1d6) psychic damage and uses its reaction to make one melee attack with advantage on the attack roll.

DERRO THUG

Some derro, due to their insane nature and inability to keep social relationships, have broken away from their society and have instead turned into a life of random violence and crime. Most of them band together like a pack of rats, attacking targets that they can overwhelm, and then scatter back to their hiding places. Others wander deeper into the Underdark to live like nomads, scavenging and preying on whoever crosses their path.

DERRO THUG

Small Aberration, Typically Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +4
Senses darkvision 120 ft., passive Perception 7
Languages Dwarvish, Undercommon
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Pack Tactics. The derro has advantage on an attack roll against a creature if at least one of the derro's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The derro makes two Hooked Spear attacks.

Hooked Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is Medium or smaller, the derro can choose to deal no damage and knock it prone.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

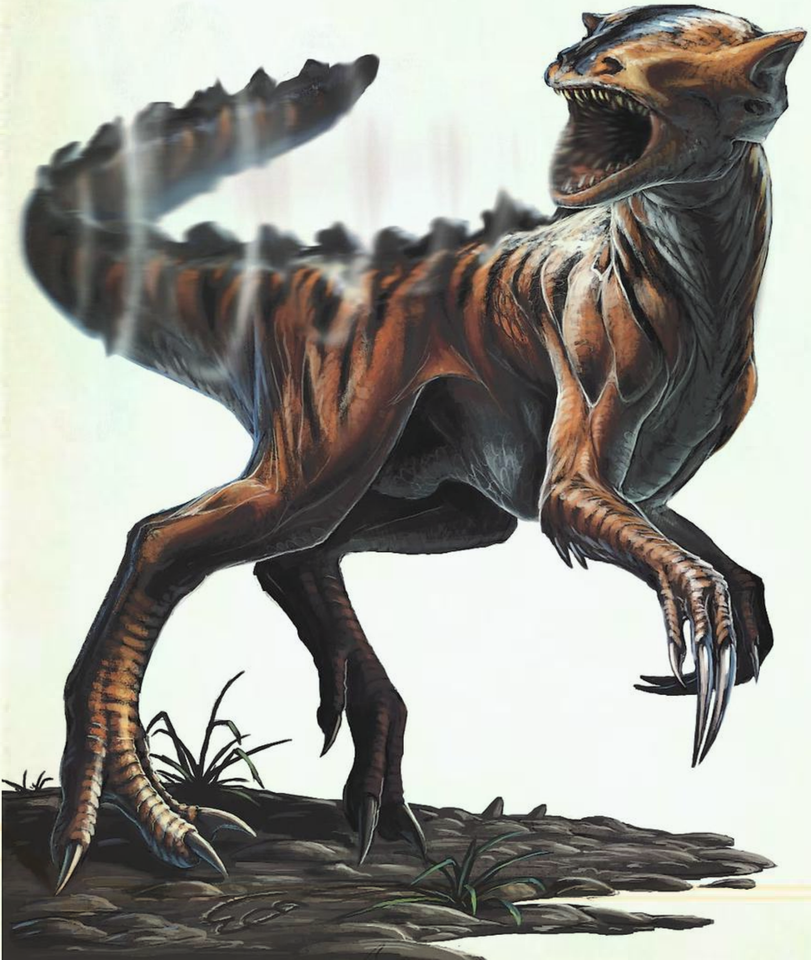
DESTRACHANS

DESTRACHAN

Destrachans are cruel Underdark-dwelling creatures that look vaguely reptilian and move about like ten-feet long bipedal dinosaurs, but are actually quite intelligent and very sadistic. They normally hunt in packs, feeding on misery and taking pleasure in torturing their victims before going in for the kill.

Sightless Hunters. As underground creatures, destrachans have evolved to become naturally blind, relying more on their unmatched sense of hearing to navigate their surroundings and locate viable prey. They have a pair of sophisticated, three-part ears that can pinpoint a target's exact location more accurately than sight.

Deadly Harmonics. What makes destrachans dangerous are their ability to emit flesh-rending sound waves. Their tubular maws can project carefully focused harmonics, producing sonic vibrations so powerful it can literally shatter objects and barriers. Their tough scaly hide has naturally evolved as well to become resistant to their own harmonics, as well as other thunder-based attacks.



DESTRACHAN ALPHA

Destrachans that are physically more superior and vicious than others eventually bully their way to the top and get the choicest meals. They eventually become the natural alphas of the pack and the only ones that can breed with the females. They lead their packs in making coordinated hunts.

DESTRACHAN PACK LORD

A rare destrachan alpha that is particularly cunning and cruel can grow old enough to reach an incredible size. Known as a pack lord, this destrachan hunts and kills rival alphas and absorb their packs. Intelligent denizens of the Underdark consider the pack lord a very dangerous but useful creature due to its ability to lead large packs of destrachans and destroy physical structures. They strive to earn the pack lord's favor and become allies with it. If not, they form hunting parties to put it down.

DESTRACHAN

Large Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +3
Damage Resistances thunder
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands Undercommon but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Echolocation. The destrachan can't use its blindsight while deafened.

Keen Hearing. The destrachan has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The destrachan makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Destructive Harmonics (Recharge 4–6). The destrachan emits thunder energy in a 30-foot cone. It can choose one from the following three effects:

1. Rupture. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much on a successful one.
2. Stun. Each creature in that area must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.
3. Shatter. Each non-magical object that isn't worn in that area takes 27 (6d8) thunder damage.

DESTRACHAN ALPHA

Large Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (-2)	15 (+2)	9 (-1)

Skills Perception +5, Stealth +4
Damage Resistances thunder
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages understands Undercommon but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Echolocation. The destrachan can't use its blindsight while deafened.

Pack Tactics. The destrachan has advantage on an attack roll against a creature if at least one of the destrachan's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pack Leader. The destrachan's allies have advantage on attack rolls while within 20 feet of the destrachan, provided it isn't incapacitated.

Keen Hearing. The destrachan has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The destrachan makes two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Destructive Harmonics (Recharge 4–6). The destrachan emits thunder energy in a 30-foot cone. It can choose one from the following three effects:

1. *Rupture*. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 22 (5d8) thunder damage on a failed save, or half as much on a successful one.
2. *Stun*. Each creature in that area must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.
3. *Shatter.* Each non-magical object that isn't worn in that area takes 40 (9d8) thunder damage.

DESTRACHAN PACK LORD

Huge Monstrosity, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +6, Stealth +4
Damage Resistances thunder
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16
Languages understands Undercommon but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Echolocation. The destrachan can't use its blindsight while deafened.

Pack Tactics. The destrachan has advantage on an attack roll against a creature if at least one of the destrachan's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pack Leader. The destrachan's allies have advantage on attack rolls while within 20 feet of the destrachan, provided it isn't incapacitated.

Keen Hearing. The destrachan has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

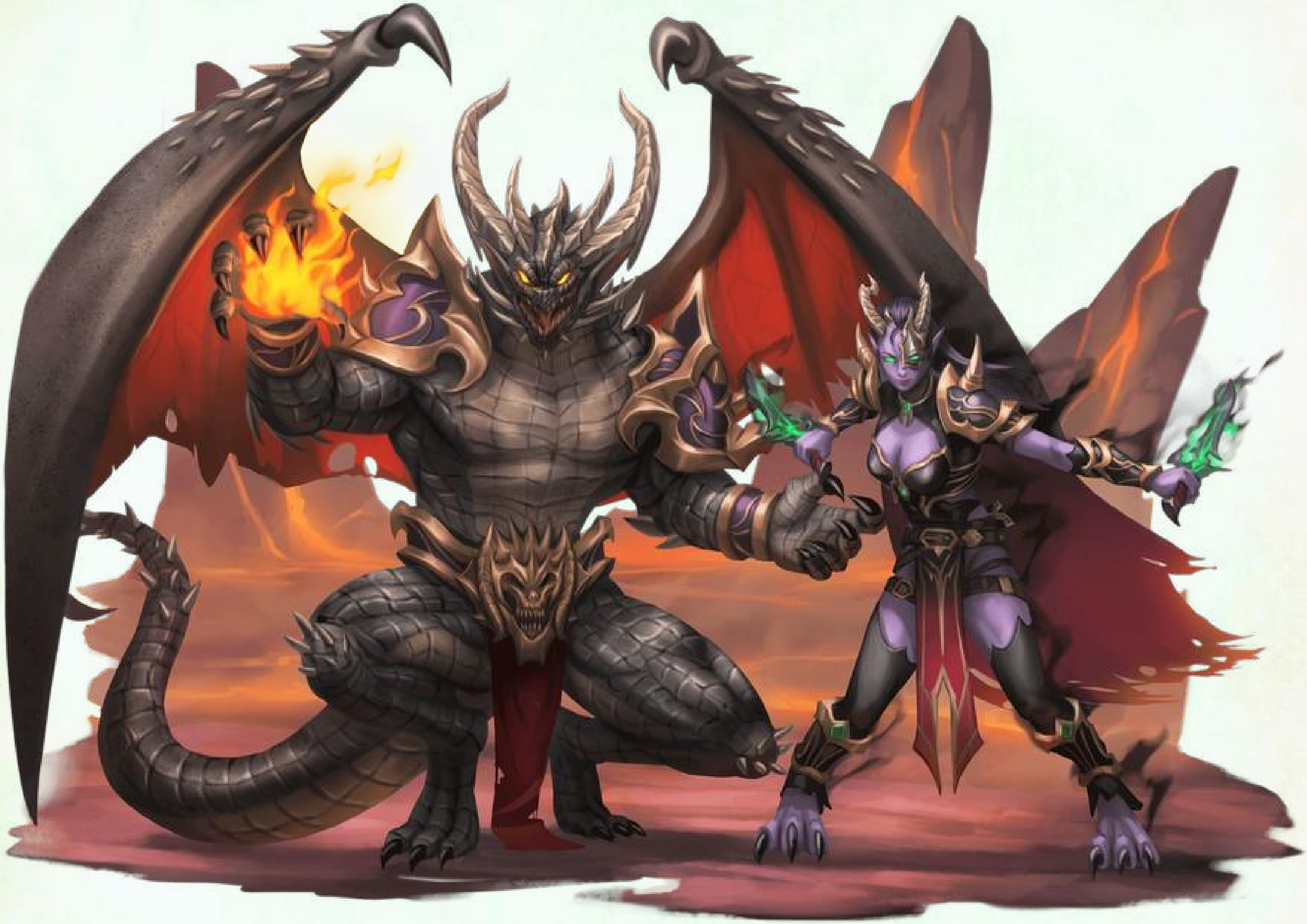
Multiattack. The destrachan makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Destructive Harmonics (Recharge 4–6). The destrachan emits thunder energy in a 60-foot cone. It can choose one from the following three effects:

1. *Rupture*. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 31 (7d8) thunder damage on a failed save, or half as much on a successful one.
2. *Stun*. Each creature in that area must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.
3. *Shatter.* Each non-magical object that isn't worn in that area takes 45 (10d8) thunder damage.



DEVILS

CORNUGON

Cornugon devils are an elite subtype of horned devils that serve under archdevils. They are known for their strength, fighting prowess, and magical abilities.

Terrifying Fiends. Typical cornugon devils stand at around 11 to 12 feet tall, are overly muscular, and have steel-like scales or tough fur covering their body. Two great horns flank each side of their head, and their massive leathery or feathered wings stand well above their full body, enough to serve as a shield in battle. Their appearances vary, and will closely resemble the archdevils they serve. For example, cornugon devils who serve under Bael will look like massive winged minotaurs while those who serve under Dispater will look like armored humanoids that have ridged, iron scales covering its body and metallic wings.

Archdevils' Elite. Cornugon devils are often tasked to lead lesser devils in combat or if grouped together, serve as the archdevil's elite troops. When a favored cultist prays for an archdevil to deal with a major threat and the cultist's sacrifice is deemed worthy, the archdevil may send a cornugon.

Warrior Spellcasters. In combat, cornugon devils take a dual role. They start off as artillery support, unleashing devastating long range spells from afar to break clustered enemy ranks while also dispelling any magical threats and barriers that may hinder their allies. When the battle finally joins, they take flight and dive at the most dangerous but vulnerable targets, such as enemy spellcasters. Against challenging opponents, cornugon devils will utilize both their martial and spellcasting abilities to full advantage, often creating illusions to distract and mislead while making hit and run tactics.

DOGAI (ASSASSIN DEVIL)

The dogai, also known as assassin devils, are highly skilled silent killers, infiltrators, and spies who serve the Lords of the Nine and other archdevils. If they are not on spying missions against the demons, they are sent to the Material Plane to assist and take care of problems the worshipers of the Nine pray and ask for, such as troublesome adventurers.

Meticulous Planners. If a dogai is sent to assassinate a target, it will first plan its approach, assess the target's location, and make preparations. It will never engage a target unless it can have total surprise. It will always conjure its shadow blade beforehand, and will utilize its shadow abilities to ensure it reaches striking distance unnoticed.

Cornugon

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Str +12, Dex +8, Wis +8, Cha +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages all, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The cornugon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The cornugon makes one Bite attack, two Claw attacks, and one Tail attack. Or it can use Infernal Bolt twice. Alternatively, it can make one Tail attack and use Infernal Bolt, Spellcasting or Teleport.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage. If the target is a creature other than an Undead or a Construct, it must succeed on a DC 19 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the cornugon hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Infernal Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one creature. *Hit:* 17 (3d8 + 4) fire damage, and the target must succeed on a DC 17 Wisdom saving throw or become frightened until the end of the cornugon's next turn.

Teleport. The cornugon magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The cornugon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect evil and good, detect magic*
2/day each: *dispel magic, fireball, lightning bolt, major image*

Dogai

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +10, Int +6, Wis +6, Cha +8
Skills Deception +8, Perception +6, Stealth +14
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Assassinate. During its first turn, the dogai has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the dogai scores against a surprised creature is a critical hit.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Evasion. If the dogai is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the dogai instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The dogai deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dogai that isn't incapacitated and the dogai doesn't have disadvantage on the attack roll.

Magic Resistance. The dogai has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dogai makes two Shadow Blade attacks.

Shadow Blade. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) necrotic damage plus 7 (2d6) psychic damage.

Spellcasting. The dogai casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *alter self, darkness, detect evil and good, detect magic*
3/day: *nondetection*

Bonus Actions

Shadow Form. The dogai turns into an indistinct figure of pure shadow. While in this form, the dogai can't attack or cast spells, is invisible in dim light or darkness, can move through a space as narrow as 1 inch wide without squeezing. Attacks against the dogai while in shadow form are made with disadvantage. The dogai can use a bonus action to end the effect.

Shadow Teleport. The dogai magically teleports up to 60 feet to an unoccupied space of dim light or darkness that it can see.

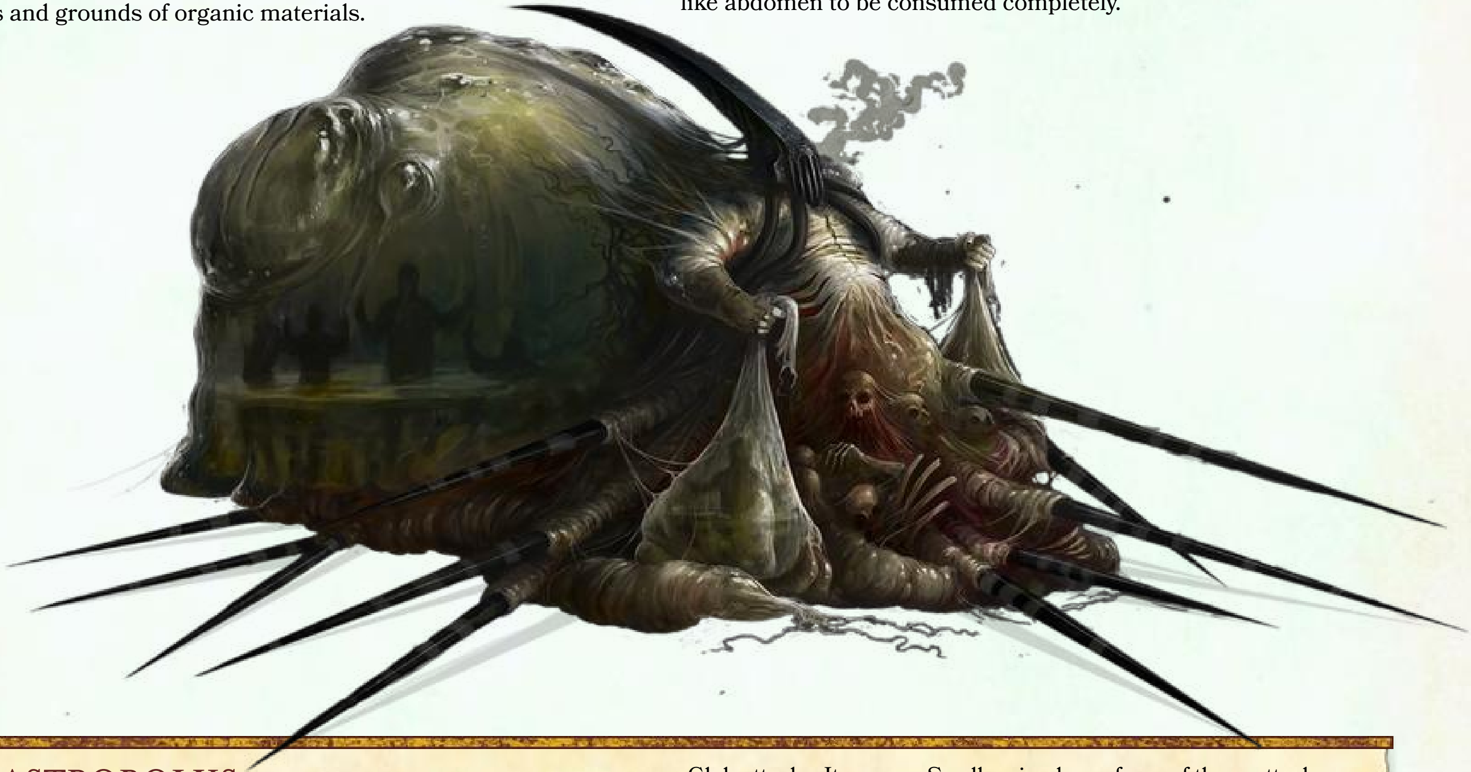
Shadow Stealth. While in dim light or darkness, the dogai takes the Hide action.

GASTROBOLUS

A gastrobolus is a wretched devil that is normally found in infernal sewers, dungeons, and blood-soaked battlefields. It looks like a bloated, single-horned humanoid with the lower body of a disgusting giant snail. Poisonous spines protrude from its sides, and its skin and outer shell is coated with a corrosive, sticky slime.

Fiendish Cleaners. The gastrobolus is sometimes called the custodian of the Nine Hells. It sweeps, scavenges, and clears the floors and grounds of organic materials.

Incapacitating Weapons. In combat, the gastrobolus excretes and throws acid globs at its targets. The acid globs are caustic and sticky, burning and restraining a victim hit by it. If a target is within melee range, the gastrobolus uses its spines to impale and inject its target with paralyzing venom. Once its prey has been rendered helpless, the gastrobolus opens its abhorrent central maw, which is located at the lower front side of the devil, and then swallows the creature whole. The victim is then deposited into its acid vat-like abdomen to be consumed completely.



GASTROBOLUS

Large Fiend (Devil), Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 115 (10d10 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	22 (+6)	8 (-1)	12 (+1)	5 (-3)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages all, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Devil Spines. A creature that touches the gastrobolus or hits it with a melee attack while within 5 feet of it gets pricked by a spine and takes 7 (2d6) piercing damage and must succeed on a DC 17 Constitution saving throw or become poisoned. While poisoned, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Devil's Sight. Magical darkness doesn't impede the gastrobolus's darkvision.

Magic Resistance. The gastrobolus has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The gastrobolus makes two Spine attacks or two Acid Glob attacks. It can use Swallow in place of one of these attacks.

Spine. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned. While poisoned, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Acid Glob. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 10 (3d6) acid damage, and if the target is a creature, it must succeed on a DC 17 Strength saving throw or be restrained. While restrained, a creature takes 7 (2d6) acid damage at the start of each of the gastrobolus's turns. As an action, the restrained creature can make a DC 17 Strength check, escaping from the acid glob on a success. The effect ends if the acid glob is destroyed. The acid glob has AC 10, 5 hit points and immunity to acid, poison, and psychic damage. The gastrobolus is immune to its acid globs.

Swallow. The gastrobolus swallows an incapacitated Large or smaller creature. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the gastrobolus, and it takes 10 (3d6) acid damage at the start of each of the gastrobolus's turns.

If the gastrobolus takes 20 damage or more on a single turn from a creature inside it, the gastrobolus must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gastrobolus. If the gastrobolus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

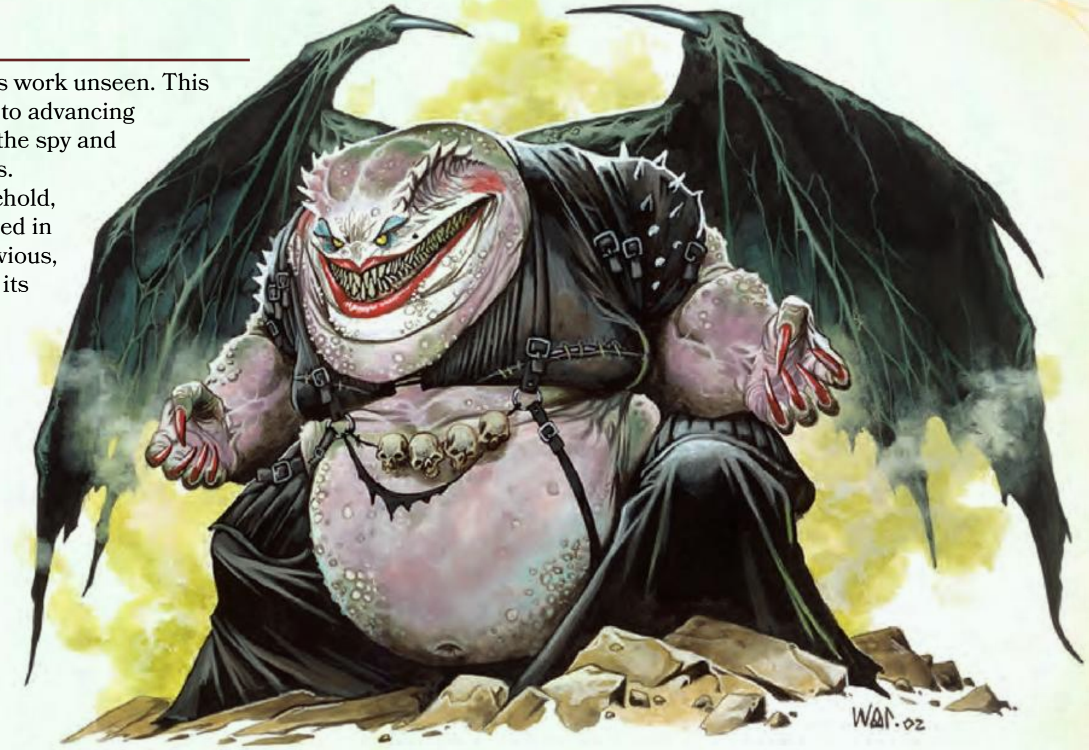
Teleport. The gastrobolus magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

PAELIRYON

A paeliryon is a greater devil that does its work unseen. This devil believes that information is the key to advancing in power and as such, is responsible for the spy and assassin networks that rivals even Lolth's.

The paeliryon is a disgusting sight to behold, with a massive bloated obese body covered in warts. Its massive face is framed by a devious, red-lipped smile that prominently shows its rows of sharp teeth. On its back sprouts two bat-like wings with ends flayed like old leather and its hands are armed with poisoned claws painted in blood red.

Out of the dark. Paeliryons rarely come out in the open, preferring to leave its agents to do the dirty work. When a paeliryon does come out, it means the plan has gone wrong, or an opponent has piqued its interest. Few rarely see this happen, and even fewer survive, for paeliryons are incredibly powerful spellcasters that rival even some of the demon lords of the Nine Hells.



PAELIRYON

Huge Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	23 (+6)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Str +13, Con +12, Wis +10, Cha +10
Skills Arcana +14, History +14, Religion +14
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Keen Smell. The paeliryon has advantage on Wisdom (Perception) checks that rely on smell.

Intoxicating Scent. Any creature that starts its turn within 10 feet of the paeliryon and can smell the paeliryon must succeed on a DC 20 Constitution saving throw or be poisoned until the start of its next turn. Until this poison ends, the target is charmed. On a successful saving throw, the creature is immune to the paeliryon's Intoxicating Scent for 24 hours.

Magic Resistance. The paeliryon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The paeliryon uses Belittle. It then makes one Bite attack and two Claw attacks or two Infernal Bolt attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 10 (3d6) necrotic damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) necrotic damage, and if the target is a creature, it must make a DC 20 Charisma saving throw or be cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The cursed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on itself on a success. Casting *remove curse, greater restoration,* or a similar spell on the target also ends the effect.

Infernal Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 17 (3d8 + 4) fire damage, and the target must succeed on a DC 18 Wisdom saving throw or become frightened until the end of the paeliryon's next turn.

Belittle. The paeliryon hurls magical insults and epithets that strike at the heart of its enemies' insecurities. Each creature of the paeliryon's choice that is within 60 feet of the paeliryon and can hear it must succeed on a DC 18 Wisdom saving throw or become enraged for 1 minute. While enraged, the creature must use its action to move up to its speed towards the paeliryon and, if it is within range, make a melee weapon attack against it. Otherwise, it must use its Dash action to move towards a space within 5 feet of the paeliryon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the paeliryon's Belittle for the next 24 hours.

Teleport. The paeliryon magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The paeliryon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *charm person, detect evil and good, detect magic, suggestion*
3/day each: *dispel magic, fireball, major image, unholy weapon**, *vampiric touch* (5d6), *wall of fire*
1/day: *unholy aura** (*see Appendix C. New Spells)

BONUS ACTIONS

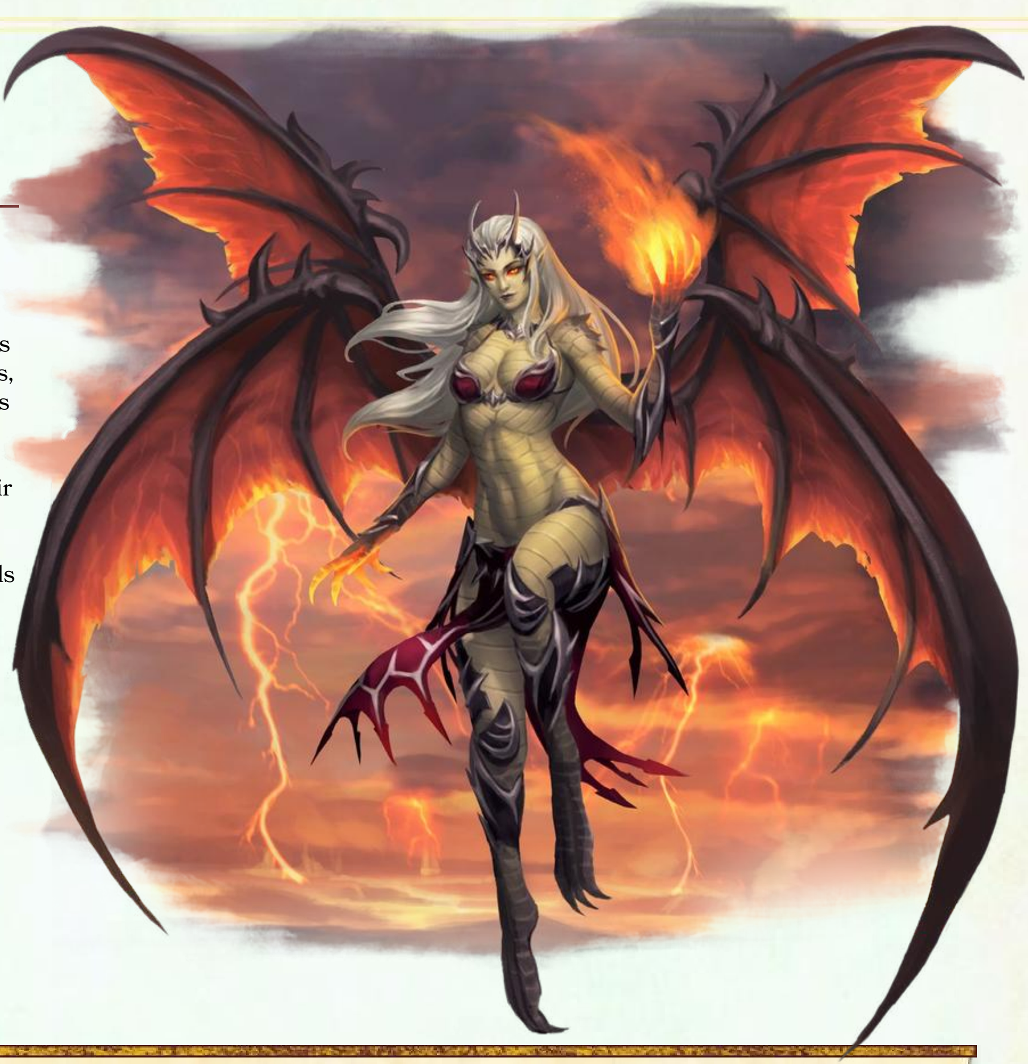
Divine Word (1/Day). The paeliryon casts *divine word,* requiring no material components and using Charisma as the spellcasting ability (spell save DC 18).

PASSION DEVIL

Passion devils were created by the archdevil Fierna in her likeness and image, and are therefore both strikingly beautiful and terrifying. While the passion devils serve Fierna officially as ambassadors to the courts of other archdevils or dukes of the Nine Hells, their true purpose is to infiltrate enemy ranks and spy on other devils.

Emotional Manipulators. Passion devils rarely engage in combat and instead use their powers of domination, manipulation, and seduction to meet their objectives. If forced into a fight it does not like, it will use its spells and abilities to sow just enough confusion and discord for it to escape.

Passion devils rarely travel alone, and are often accompanied by bearded devils that serve them as bodyguards.



PASSION DEVIL

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	14 (+2)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Dex 9, Wis +8, Cha +10
Skills Deception +14, Persuasion +14
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages all, telepathy 120 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Object of Desire. A creature that starts within 20 feet of the devil must succeed on a DC 18 Wisdom saving throw, unless the devil is incapacitated. On a failed save, the creature is charmed until the start of its next turn. If a creature's saving throw is successful, the creature has advantage on saving throws against the devil's Object of Desire for the next 24 hours.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil uses Fiery Strike twice. Alternatively, it can make one Fiery Strike and use Spellcasting.

Fiery Strike. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 10 (3d6) fire damage, and the target has disadvantage on saving throws against being charmed until the end of the devil's next turn.

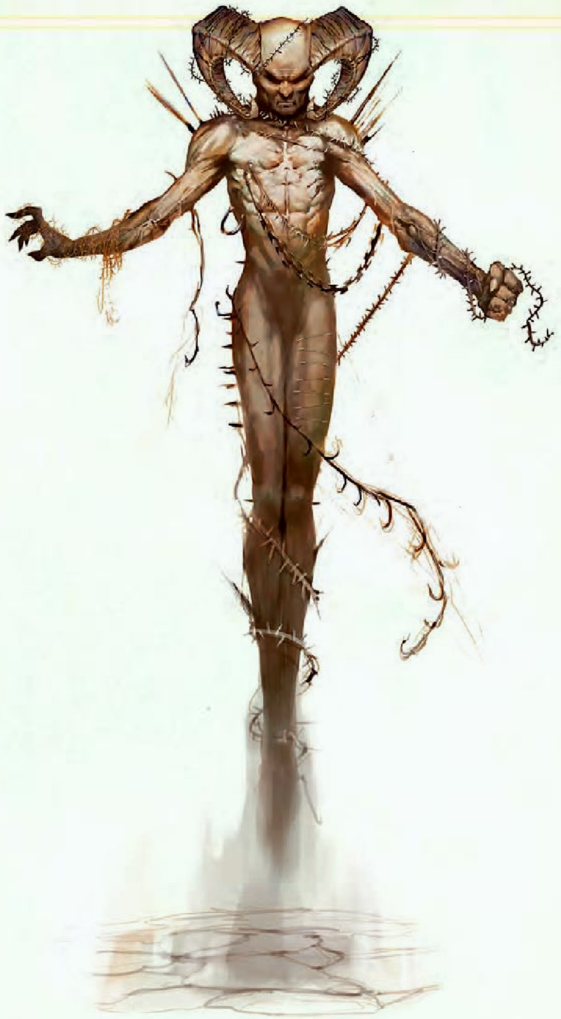
Passion Flames (Recharge 5–6). The devil targets up to three visible creatures within 120 feet of it. Each creature must succeed on a DC 18 Wisdom saving throw. Creatures that are already charmed by the devil automatically fail their saving throw. On a failed save, a creature takes 14 (4d6) fire damage and is charmed until the end of the turn. A charmed creature must immediately use its reaction to move up to half its speed as the devil directs and make one weapon attack against a visible creature of the devil's choice. On a successful save, the creature takes half as much damage and isn't charmed.

Spellcasting. The passion devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *alter self, charm person, suggestion*
1/day each: *charm monster, dominate person*

REACTIONS

Instinctive Charm. When a creature within 60 feet of the devil makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 18 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including the devil or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the devil's Instinctive Charm for 24 hours.



REMMANON

The remmanon appears as a naked androgynous humanoid creature that is constantly hovering a few feet above the ground. Barbed chains and hooks adorn its hairless skin, and long ram-like horns curl backwards on each side of its head.

Devils of Discord. Remmanons are greater devils of discord, greed, jealousy, and lust. They hate and destroy the concepts of camaraderie, kinship, teamwork, trust, and harmony by sowing dissonance among mortals, breaking their ranks from within. Most remmanons can be found in Phlegethos, and serve the archdevil Fierna, while a few work under Dispater and Mammon.

Insidious Manipulators. In combat, remmanons prefer to stay behind the front lines and will very rarely engage in melee. They would rather manipulate and influence without been seen, using spells and their Insidious Aura to do most of the damage. If hard-pressed, they summon bearded devils to protect them and if they must, use their accursed hellfire touch that can send souls to hell.

REMMANON

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	20 (+5)	21 (+5)	22 (+6)

Saving Throws Str +8, Dex 8, Wis +9, Cha +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The remmanon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The remmanon makes two Hellfire Touch attacks or two Infernal Bolt attacks.

Hellfire Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage plus 10 (3d6) necrotic damage. Any humanoid killed by Hellfire Touch has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. The creature can be restored to life only by means of a *wish* spell followed by a *true resurrection* spell.

Infernal Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 19 (3d8 + 6) fire damage, and the target must succeed on a DC 18 Wisdom saving throw or become frightened until the end of the remmanon's next turn.

Teleport. The remmanon magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

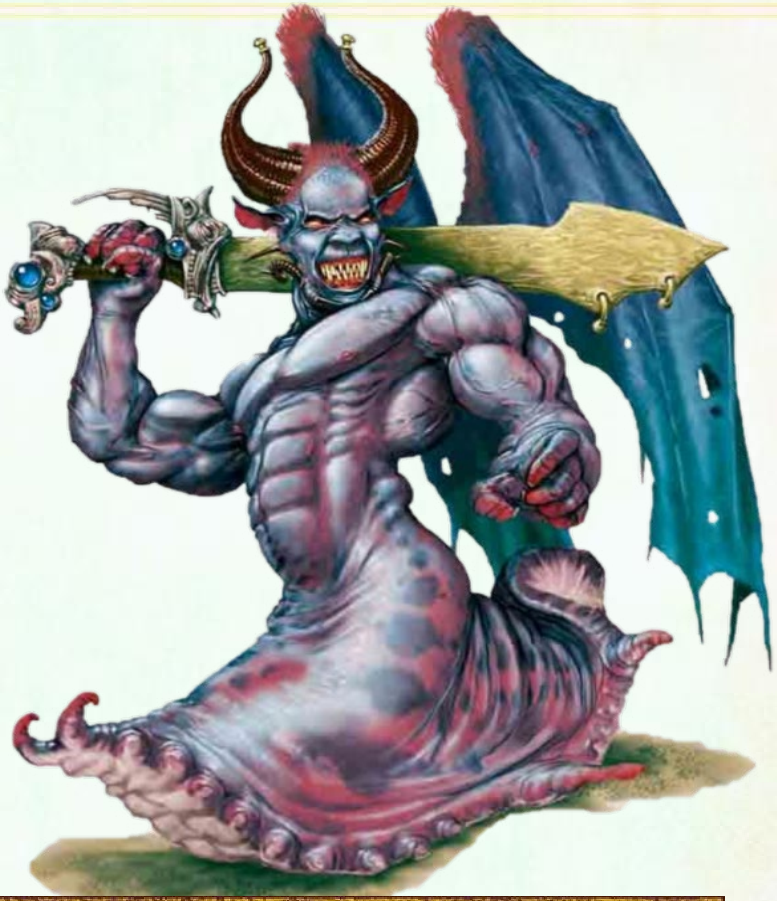
Summon Bearded Devils (1/Day). The remmanon magically summons a 1d3 bearded devils (*MM*, pg. 70). The devils appear in an unoccupied spaces within 60 feet of the remmanon and act as the remmanon's allies. The devils remain until the remmanon dies or until it dismisses it as an action.

Spellcasting. The remmanon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *detect evil and good, detect magic, disguise self, dissonant whispers* (5d6 damage)
1/day each: *plane shift* (self only)

BONUS ACTIONS

Insidious Aura. The remmanon activates or deactivates this aura. While active, the remmanon's allies have advantage on attack rolls while within 20 feet of the remmanon. All other creatures that start its turn within 20 feet of the remmanon must succeed on a DC 18 Wisdom saving throw, unless the remmanon is incapacitated. On a failed save, the creature must use its action to move up to its speed and make a melee weapon attack against a visible creature of the remmanon's choice. If a creature's saving throw is successful, the creature is immune to the remmanon's Insidious Aura for the next 24 hours. Constructs, Devils, and Undead are immune to this effect.



Xerfilstyx

The xerfilstyx is a greater devil that has the upper form of a huge winged devil, while its lower half is that of the body of a giant slug. It lives within the depths of the River Styx, sampling the memory fragments of souls that flow through it. Having lived in the waters of Styx, the xerfilstyx devil has been driven insane from the constant bombardment of memories. Like the sweetest of poisons, a xerfilstyx takes pleasure in the memories it absorbs while it dissolves its own mind. It is this insanity that drives xerfilstyx to attack other creatures, eager to drive them into the waters of Styx and taste memories within it. It is also because of this that other devils avoid them.

Opportune Fighters. Xerfilstyx fight from the safety of the River Styx, unleashing a barrage of offensive ice-based spells to stun its enemies until it can charge in for a grapple. Once an enemy is grappled, the xerfilstyx's small lamprey-like tentacle suckers will drain it of its blood. When faced with overwhelming numbers, the xerfilstyx will use its dreaded blood breath, exhaling its own blood which is so caustic it can melt flesh like butter.

Xerfilstyx

Huge Fiend (Devil), Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., burrow 20 ft., fly 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Str +11, Con +11, Wis +8, Cha +9
Skills Arcana +12, History +12, Religion +12
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Amphibious. The xerfilstyx can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Fear Aura. A creature that starts its turn within 20 feet of the xerfilstyx must succeed on a DC 17 Wisdom saving throw, unless the xerfilstyx is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the xerfilstyx by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the xerfilstyx, the creature can repeat the saving throw. On a success, the effect ends If a creature's saving throw is successful, the creature is immune to the xerfilstyx's Fear Aura for the next 24 hours.

Magic Resistance. The xerfilstyx has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The xerfilstyx makes two Greatsword attacks and one Tail attack.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, and the target must make a DC 16 Strength saving throw. On a failed save, the target is grappled (escape DC 16) and pulled to a space within 5 feet of the xerfilstyx. While grappled this way, the target is restrained, takes 18 (4d8) necrotic damage at the start of each of the xerfilstyx's turns, and the xerfilstyx can't use its Tail attack against other targets.

Blood Breath (Recharge after a Long Rest). The xerfilstyx exhales scalding blood in a 60-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw, taking 22 (5d8) fire damage and 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

Teleport. The xerfilstyx magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The xerfilstyx casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect evil and good, detect magic, ray of frost* (3d8 damage)
3/day each: *charm person, dispel magic, major image, suggestion*
1/day each: *unholy aura* (see Appendix C. New Spells)

Bonus Actions

Spell Steal. The xerfilstyx steals a spell prepared by a creature it is grappling with. The target must make a DC 17 Wisdom saving throw or lose one of its spells (chosen at random) as if the creature had already cast it. The stolen spell is added to the xerfilstyx's list of spells that it can cast 1/day. The xerfilstyx loses all spells acquired this way after 24 hours.

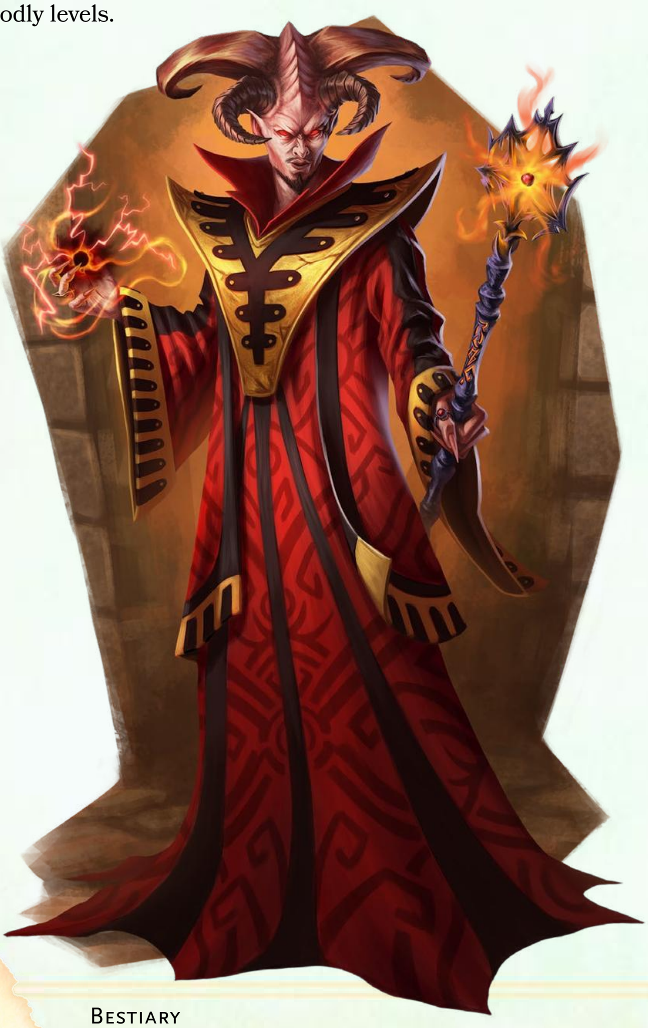
DEVIL: ARCHDEVILS

ASMODEUS

Asmodeus, the Lord of Nessus, is the supreme master of the Nine Hells. Deep within The Pit, the lowest point of all of Baator, Asmodeus sits on his throne as he leads the eight archdukes of Hell and schemes towards the total conquest of the cosmos. Asmodeus believes that existence would be better off if he was to rule it. His main goal is to destroy all of creation and rebuild it in his image, pure and serene with him at the top. Those who do not know his true capabilities see this as an arrogant vision bound to fail, if only they knew that Asmodeus is one, if not the most, intelligent and competent creatures in the plane of existence.

Being the most cunning of all, Asmodeus has the rest of the archdukes in the palm of his hands. While the other archdevils may have incredible power and sizable armies, Asmodeus is able to diffuse hostilities through his incredible charisma and unassailable logic. The other archdukes are incredibly wary of raising arguments with Asmodeus, for fear of being drawn to a contract that they know will only benefit him.

Majestic Ruler. No one knows the true form of Asmodeus, but he often appears as a 9-foot-tall humanoid with dark red skin, long black hair, and two horns. He is always dressed in an expensive-looking majestic black and red robe, covering the still bleeding wounds from his body that he gained when he was forcefully exiled to the Pit a millennia ago. The wounds, though centuries old, never cease to bleed, and yet Asmodeus is able to keep his calm demeanor befitting the regal station of a supreme ruler. Asmodeus is never without the Ruby Rod, an all-powerful artifact given to him by Primus which he uses to bind souls into an unbreachable contract. Through the ages, Asmodeus has learned to channel the Ruby Rod which has evolved his powers to the godly levels.



Unassailable Logician. Asmodeus is one of the most powerful beings in the cosmos. Aside from being a mighty divine caster, his time with the Ruby Rod has given him even more deadly abilities. But what makes Asmodeus a truly dangerous opponent is his unmatched logic. If ever he finds himself in combat with equally powerful beings, Asmodeus will constantly explain to them the error in their ways, even while he is being assaulted. Halfway through the fight, he would have already planted the seeds of doubt in his opponents, who will slowly begin to question themselves and the necessity of fighting Asmodeus. By the time the fight is over, his opponents would be divided, and some would have already joined his side.

Nessus. Nessus, the lowest layer of the Nine Hells, is a barren plain devoid of any life or activity. The ground on Nessus is extremely flat, and is dotted with massive gouges, gorges, and canyons that are miles across and dozens of miles deep. Wooden bridges in various states of disrepair are scattered across some of the gouges. Deep below the gouges that span several miles deep, pit fiends and all kinds of devils cling to the walls and outcroppings, waiting for any soul unfortunate enough to have fallen into Nessus.

Most of the canyons and gouges in Nessus end in fiery pits of lava except for the ones that houses the creatures that form Nessus' great army.

ASMODEUS'S LAIR

Asmodeus has many lairs but notable among these locations is Fortress Nessus, a stronghold located in an enormous city known as Malsheem. The citadel sits at the very bottom of the Pit, and is only accessible to those Asmodeus calls upon. While Nessus is a barren wasteland, the insides of the fortress is like that of a magnificent castle, intricately designed and furnished in gold and other expensive elements. Those that step in are immediately weighed down by the stifling aura of despair. Asmodeus' throne sits at the bottom of the fortress, and is guarded by pit fiends, cornugons, and his generals. Any creature that manages to find Asmodeus himself will first have to deal with the immense aura of submission that comes from him. Asmodeus loathes mortals and weaker creatures and will usually not appear nor accept their challenge. Instead, he sends his most powerful generals to dispose of them.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Asmodeus can take one of the following lair actions; he can't take the same lair action two rounds in a row:

- Asmodeus casts any spell of 7th level or below that has a casting time of one action, requiring only verbal components and using Wisdom as the spellcasting ability (spell save DC 27, +19 to hit with spell attacks). Asmodeus can't cast the same spell more than once until he has taken a long rest.
- Asmodeus targets every creature of his choice within his lair. Each creature must make a DC 27 Wisdom saving throw. On a failed save, the creature can't target Asmodeus with an attack or harmful spell. The effect lasts until initiative count 20 of the next round.
- Asmodeus magically summons his avatar, an **aspect of Asmodeus** (*MME II*, pg. 9). It appears in an unoccupied space within 120 feet of Asmodeus and obeys Asmodeus without question. It remains for an hour, until it or Asmodeus dies, until Asmodeus dismisses it as an action, or until Asmodeus uses this lair action again.

REGIONAL EFFECTS

The region containing Asmodeus's lair is warped by its magic, creating one or more of the following effects:

- Devils within 6 miles of the lair serve as the eyes and ears of Asmodeus.
- Creatures within 6 miles of the lair and not allied with Asmodeus must make a DC 20 Wisdom saving throw at the end of each hour or become frightened for an hour. While frightened, the creature will not willingly approach the lair. A creature that succeeds in the saving throw is immune to this effect for 24 hours.
- Once every 60 feet within 1 mile of the lair, 10-foot diameter, 20-foot-high gouts of flame rise from the ground and lava pits. Any creature or object that touches the flame takes 10 (3d6) fire damage, though it can take this damage no more than once per round.

If Asmodeus dies, these effects fade over the course of 1d10 days.

Asmodeus

Large Fiend (Devil), Lawful Evil

Armor Class 24 (natural armor)
Hit Points 375 (30d10 + 210)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	24 (+7)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Dex +14, Int +19, Wis +19, Cha +19
Skills Deception +19, Insight +19, Perception +19, Persuasion +19
Damage Resistances lightning, necrotic, radiant
Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 29
Languages all, telepathy 120 ft.
Challenge 30 (155,000 XP) **Proficiency Bonus** +9

Aura of Submission. While Asmodeus is wielding the Ruby Rod, a creature that starts its turn within 30 feet of Asmodeus must succeed on a DC 27 Wisdom saving throw, unless Asmodeus is incapacitated. On a failed save, the creature is frightened until the start of its next turn. While frightened, the creature is stunned.

Discorporation. When Asmodeus drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain in Nessus, the bottommost layer of the Nine Hells, and is unable to take physical form for a time.

Limited Magic Immunity. Unless he wishes to be affected, Asmodeus is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

Legendary Resistance (5/Day). If Asmodeus fails a saving throw, he can choose to succeed instead.

Magic Weapons. Asmodeus's weapon attacks are magical.

Regeneration. If Asmodeus has at least 1 hit point, he regains 30 hit points at the start of his turn.

Actions

Multiattack. Asmodeus makes two Ruby Rod attacks and uses his Chill Gaze. Alternatively, he can make one Ruby Rod attack and use Dominate, Spellcasting, or Teleport.

Ruby Rod (+5 Mace). *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 20 (2d8 + 11) bludgeoning damage plus 18 (4d8) necrotic damage. If the target is a creature, it must make a DC 27 Constitution saving throw. On a failed save, the creature is stunned until the end of Asmodeus's next turn.

Chill Gaze. Asmodeus turns his magical gaze toward one creature he can see within 120 feet of it. The target must succeed on a DC 24 Constitution saving throw. On a failed save, the creature takes 31 (6d6 + 10) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. On a successful save, the target takes half as much damage.

Dominate. One creature Asmodeus can see within 60 feet of him must succeed on a DC 27 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Asmodeus's verbal or telepathic commands. If the target receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Asmodeus's Dominate for the next 24 hours. Asmodeus can have up to three targets affected by Dominate at a time. If he uses Dominate on another, the effect on the first target ends.

Spellcasting. Asmodeus casts any spell of 7th level or below that has a casting time of one action, requiring only verbal components and using Wisdom as the spellcasting ability (spell save DC 27, +19 to hit with spell attacks). Asmodeus can't cast the same spell more than once until he has taken a long rest.

Reverie of Nessus (1/Day). While wielding the Ruby Rod, Asmodeus magically creates a 5-foot radius spherical wall of force centered on Asmodeus that lasts until the start of Asmodeus's next turn. This wall of force functions as both the *wall of force* and the *antimagic field* spells. While inside this sphere, Asmodeus can function as if under the *time stop* spell. In addition, Asmodeus is automatically purged of any unwanted physical and magical conditions, enchantments or effects, diseases, and maladies (including lost body parts). Furthermore, Asmodeus regains all hit points and gains the benefits of someone that has completed a long rest.

Teleport. Asmodeus magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Reactions

Negate Spell (Recharge 4–6). Asmodeus tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 4th level or lower, the spell fails and has no effect. If the spell is 5th level or higher, Asmodeus makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

Legendary Actions

Asmodeus can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Asmodeus regains spent legendary actions at the start of his turn.

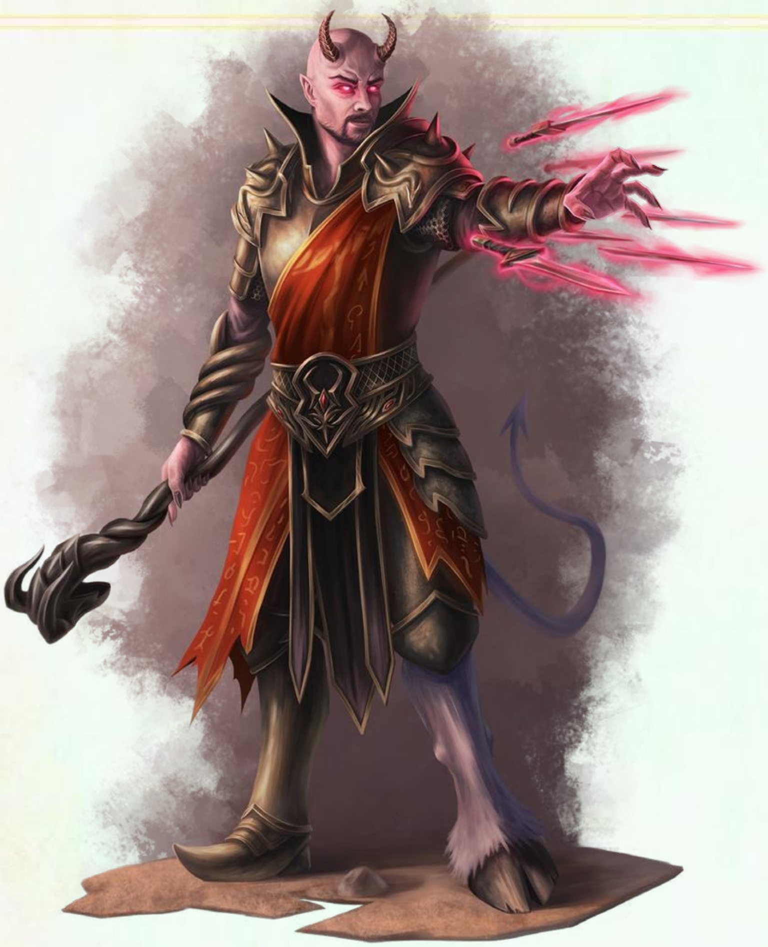
Chill Gaze. Asmodeus uses his Chill Gaze.

Command Thrall. Asmodeus targets one creature charmed by him within 120 feet of it. The target uses its reaction to move up to half its speed as Asmodeus directs and make one weapon attack against a visible creature of Asmodeus's choice.

Rod (Costs 2 Actions). Asmodeus makes a Ruby Rod attack.

Master Strategist (Costs 2 Actions). Roll d10 for Asmodeus. Depending on Asmodeus's choice, the number rolled on the die is subtracted from an attack roll made against Asmodeus or an ally of his choice or a saving throw made against Asmodeus within the next minute. Alternatively, the number rolled can be added to Asmodeus's next ability check, attack roll or saving throw within the next minute, if he so chooses. Asmodeus can keep up to 3 Master Strategist dies at a time.

Infernal Magic (Costs 3 Actions). Asmodeus uses Dominate, Teleport, or Spellcasting.



Dispater

The reclusive lord of Dis rules the second layer of Baator with a militaristic grip. Hidden within his main lair, the ominous Iron Tower, Dispater sits on his throne surrounded by the weapons, treasures and scrolls of secrets he has gained throughout millennia. The Lord of Iron stands at an imposing height of 7 feet, with steel-like, bluish skin that is cold to the touch. His black hair is always swept back, prominently showing the two horns on his forehead. Dispater prefers to roam his castle in resplendent regalia, but underneath the royal robe is a unique adamantine armor that he personally crafted and designed to protect him from any attack no matter how powerful. The armor gleams in the darkness, imbued with magical charms that allows him to teleport to safety if he is about to be harmed. Always cautious and prepared, Dispater has a gleaming black iron rod with his symbol at the top serving as his badge of office.

Arms Dealer. Dispater trades in iron and secrets. The most vicious weapons in all nine layers of Hell come from Dis and Dispater sits at the top of all arms deals, selling weapons and armor to both sides of any battle. The most powerful weapons, however, are in the hands of his archdukes and trusted commanders, with a select few stored in his throne room for his own use.

Within the main chamber of the tower sits a mound of scrolls full of secrets that Dispater has collected throughout his life. This veritable treasure trove of knowledge has been the object of envy among the other lords, seeing it as a new source of advantage over each other. The secrets that Dispater has collected has always come at a price. Creatures will often bargain their souls as payment for the answer to a secret, which Dispater always gladly collects to fuel his soul harvesters.

The Iron Tower. Dispater rarely leaves his fortress, preferring to stay inside his libraries and workshops as he watches over Dis through the eyes of his minions. The Iron Tower stands in the middle of Dis, and always looks like it is farther than it seems. The tower is completely black and is always enveloped in dark mists and shadows. Erinyes constantly circle the tower, ensuring that no one gets in or out without Dispater's approval.

Dispater is the only one who decides who is allowed to go in and out of the fortress and getting in is a near-impossible task. There are several ways to get in the tower and all have deadly consequences. One may try to secure the services of the imps that loiter along the streets of Dis. These imps usually pose as mischievous and chattering children and are willing to guide anyone through the maze-like city and into the fortress for a price. Adventurers beware though, because the imps' true goal is to lure would-be victims to their deaths.

Due to Dispater's deep paranoia, he prefers to stay in his fortress and instead send messages to his archdukes through letters sewed on the bodies of imp servants. These messengers use a secret passage to travel in and out of the fortress. Adventurers may attempt to follow the imp as it goes through the secret passage, though they will need to take great care not to harm or kill the imp, lest Dispater be alerted.

Dispater's Lair

The halls of the Iron Tower is as labyrinthine as the city it stands on. Hallways and chambers look identical and no pathway looks the same after passing through it, leading intruders in a hopeless, trap-filled, rat race to find Dispater's throne room.

Dispater's lair sits at the top of the Iron Tower, underneath the dome that forms the highest point of the tower. The circular room has obsidian black walls which are as hot as all the walls in Dis, and four full-sized windows that Dispater uses to watch the entire city. In the middle of the room is a dais where Dispater sits on his iron throne. On one side of the throne is a rack of weapons that Dispater has chosen for his private collection. On the other side is a long table full of maps and plans that cover the second layer and the city of Dis that Dispater uses to create his security and construction plans. Lined up against the walls are the numerous scrolls of secrets that Dispater himself guards with magic connected to his life force.

Anyone who tries to reach the main lair and challenge the Lord of Iron will need to contend with the room's unbearable heat and Dispater's aura of fear. Any weapon or armor that he touches rust almost immediately. Opponents will also have to deal with his ability to teleport and summon devils to fight for him, as well as his ability to force opponents to relive painful and shameful memories.

Lair Actions

On initiative count 20 (losing initiative ties), Dispater can take one of the following lair actions; he can't take the same lair action two rounds in a row:

- Dispater casts *wall of iron* (Appendix C. New Spells), requiring only verbal components and using Charisma as the spellcasting ability (spell save DC 24). The wall lasts for 1 minute, until Dispater uses this lair action again, or until Dispater dies or is incapacitated.
- Dispater causes iron chains to rise from an area on the ground, walls, and ceiling in a 20-foot square that he can see. They last until the next initiative count 20. Each creature in that area when the chains appear must succeed on a DC 24 Strength saving throw or be restrained until the chains disappear or until Dispater releases them (no action required).
- Dispater magically summons 2d6 **merregons** (*Mordenkainen Presents: Monsters of the Multiverse*, pg. 179) or 1 **erinyes** (*MM*, pg. 173). They appear in unoccupied spaces within 120 feet of Dispater and obeys Dispater without question. It remains for an hour, until it or Dispater dies, until Dispater dismisses it as an action, or until Dispater uses this lair action again.

Regional Effects

The region containing Dispater's lair is warped by its magic, creating one or more of the following effects:

- The air within 6 miles of the lair smells of rust.
- Creatures within 6 miles of the lair that aren't protected from intense, unbearable heat must make a DC 20 Constitution saving throw at the end of every hour or gain one level of exhaustion.
- Once every 60 feet within 1 mile of the lair, 20-foot radius areas on the ground are covered with sharp iron nails and spikes. These areas are difficult terrain. When a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels. Creatures must make a DC 15 Wisdom (Perception) check to recognize the terrain as hazardous before entering it.

If Dispater dies, these effects fade over the course of 1d10 days.

Dispater

Medium Fiend (Devil), Lawful Evil

Armor Class 23 (*+5 adamantine plate*)
Hit Points 312 (25d8 + 200)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	24 (+7)	22 (+6)	26 (+8)

Saving Throws Str +16, Con +16, Wis +14, Cha +16
Skills Insight +14, Perception +14, Persuasion +16, Survival +14
Damage Resistances cold
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Fear Aura. A creature that starts its turn within 20 feet of Dispater must succeed on a DC 24 Wisdom saving throw, unless Dispater is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Dispater's Fear Aura for the next 24 hours.

Legendary Resistance (3/Day). If Dispater fails a saving throw, he can choose to succeed instead.

Magic Resistance. Dispater has advantage on saving throws against spells and other magical effects.

Magic Weapons. Dispater's weapon attacks are magical.

Regeneration. Dispater regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of its next turn. Dispater dies only if he starts its turn with 0 hit points and doesn't regenerate.

Rust Metal. Any nonmagical weapon made of metal that hits Dispater instantly corrodes. After dealing damage, the weapon is destroyed.

When a creature hits Dispater with a magical weapon made of metal and deals damage, it must succeed on a DC 24 Wisdom saving throw with advantage on the roll. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition made of metal that hits Dispater is destroyed after dealing damage.

Actions

Multiattack. Dispater makes two Iron Rod attacks. Alternatively, he can make one Iron Rod Attack and use Spellcasting.

Iron Rod. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) force damage, and the target must succeed on a DC 24 Constitution saving throw. On a failed save, Dispater can choose one of two effects:

1. Flesh to Iron. The creature begins to turn to iron and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is turned into iron for 24 hours.

2. Corrode. If the target is a metallic object, or is wearing metal armor or carrying a metal shield (Dispater's choice), its takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Daggers of Dispater. Dispater conjures a barrage of flying daggers that unerringly strike each creature of Dispater's choice that he can see within a 60-foot cone. Each target must make a DC 24 Dexterity saving throw, taking 10 (4d4) force damage and 10 (4d4) necrotic damage on a failed save, or half as much damage on a successful one.

Dark Discomfiture (Recharge 5–6). Dispater magically forces creatures to instantly relive painful and shameful memories in excruciating detail. Each visible creature of Dispater's choice within 30 feet of him must succeed on a DC 24 Charisma saving throw. On a failed save, a creature takes 36 (8d8) psychic damage and is incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't incapacitated.

Teleport. Dispater magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Spellcasting. Dispater casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 24):

At will: *alter self* (can become Large when changing his appearance), *detect magic, heat metal* (6th level), *suggestion*
2/day each: *blade barrier, charm monster, dispel magic, plane shift, unholy weapon**, *wall of iron**
1/day each: *forcecage, invulnerability, Mordenkainen's sword, unholy aura**
* (see Appendix C. New Spells)

Reactions

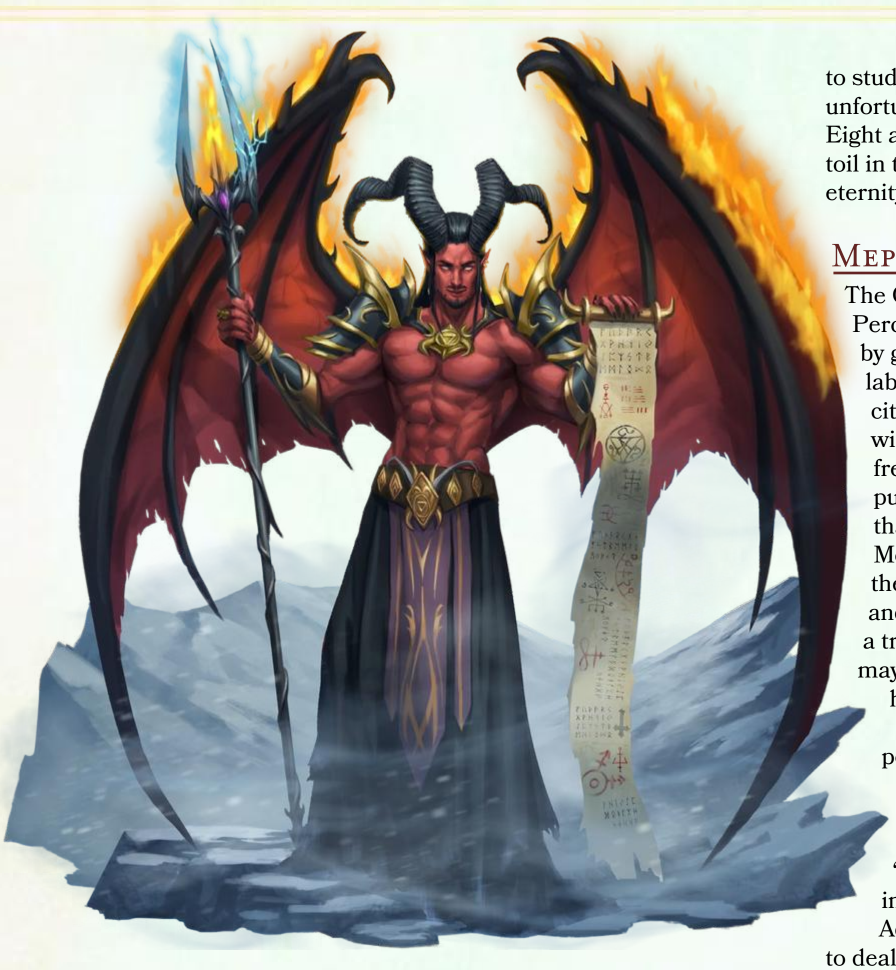
Vexing Defense (Recharge 5–6). When Dispater is hit by an attack roll, Dispater gives himself a +5 bonus to his AC until the start of his next turn, which can cause the triggering attack roll to miss. Additionally, Dispater magically teleports, along with any equipment he is wearing and carrying, up to 60 feet to an unoccupied space he can see.

Legendary Actions

Dispater can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dispater regains spent legendary actions at the start of his turn.

Iron Strike. Dispater makes an Iron Rod attack or uses Daggers of Dispater.

Infernal Magic (Costs 2 Actions). Dispater uses Teleport or Spellcasting.



Mephistopheles

Mephistopheles, the Lord of Cania, is the Archduke of the eighth layer of Hell. Steeped in research and acquisition of knowledge, Mephistopheles has spent countless millennia on the study of arcane magic. The expanse of his research has attracted the attention of other archdukes, most notably Dispater, the lord of the second, who now regularly sends envoys to Cania in case Mephistopheles stumbles upon new knowledge that could be useful to the Lord of Dis. The most prominent research on Mephistopheles' table is that of hellfire magic. While he is the only one who has mastered the use of hellfire magic, Mephistopheles willingly imparts the power to influential people and devoted followers in order to build up and strengthen his cult following.

Irritable Lord. On the surface, he has a calm demeanor like that of a well-educated and sophisticated gentleman. But as Asmodeus's foremost wizard of the Nine Hells, Mephistopheles is impatient and unforgiving, and is prone to killing minions and other creatures that he may perceive to be distractions or annoyances to him. Over 9 feet tall with red skin, a muscular body, leathery bat wings, two curved great horns, long black hair, and yellow eyes, Mephistopheles' appearance is that of a traditional devil that mortals perceive. He wears a long, black cape and always carries his ranseur, a vicious three-pronged staff through which he can channel his hellfire magic.

Cania. Adventurers who dream of going to Cania will need to survive the frigid temperature that it offers. Without any protection, any creature will freeze to death in seconds while exposed to Cania's punishing weather. Mephistopheles chooses to keep the entire layer of Cania under freezing temperatures and ice storms to deter unwanted visitors. Anyone wishing to visit Cania will need to sign a written approval from Mephistopheles himself which grants visitors protection from the cold weather, but also makes them subject to Mephistopheles's Word of Injunction. Most visitors are loyal worshipers and powerful wizards who would like to study under Mephistopheles or offer him new knowledge. These unfortunate visitors soon find themselves the fancy of the Lord of Eight and are soon unwillingly bound to a contract and forced to toil in the vast libraries and research laboratories of Cania for all eternity.

Mephistopheles's Lair

The Citadel of Mephistar is the manor of Mephistopheles. Perched on top of the tallest point of Cania and surrounded by glaciers, Mephistar acts as the Lord of Eight's main laboratory. The entire citadel is colder than Cania, and the citadel's inhabitants, who are mostly scholars, sages, and wizards, have learned not to touch the walls for fear of freezing their limbs instantly. This design was not made to punish the dwellers though. Mephistar was brought to lower than freezing temperatures so that the citadel could sustain Mephistopheles' hellfire experiments. Some areas that house the strongest hellfire experiments have already started to melt and are creating icy pools on the floor. While these pools are a trivial matter to its denizens, naïve wanderers and intruders may find themselves frozen in an icy pool of water or dying of hypothermia.

The hallway to Mephistopheles lair is lined with various ports and hidden holes that blast hellfire from time to time. While others may see this as a trap, Mephistopheles only designed this for his amusement. In the middle of his lair, Mephistopheles sits on a slowly melting throne, with a "moat" of icy water surrounding the dais. The temperature in the room can change depending on Mephistopheles' whim.

Adventurers who wish to defeat the Lord of Eight will have to deal with extreme heat and cold as they battle Mephistopheles. The archduke is an archmage and can emit an aura of hellfire from his body at will. As the true master of hellfire, Mephistopheles can disintegrate opponents through hellfire with nothing but a gaze. While Mephistopheles possesses all of these powers, he perceives combat as trivial and will have his subordinates and the ice devils he summons to fight for him.

Lair Actions

On initiative count 20 (losing initiative ties), Mephistopheles can take one of the following lair actions; he can't take the same lair action two rounds in a row:

- Mephistopheles targets one creature he can see within his lair. The target must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. If the target dies, its soul is funneled into the River Styx, where it's reborn instantly as a lemure devil. The creature can be restored to life only by means of a *wish* spell followed by a *true resurrection* spell.
- Mephistopheles targets a point he can see within 120 feet of him. Each creature in a 30-foot-radius sphere centered on that point must make a DC 24 Constitution saving throw. On a failed save, a creature takes 13 (3d8) cold damage and is restrained by ice for 1 minute. As an action, the restrained target can make a DC 24 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 13; hp 25; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't restrained by ice.
- Mephistopheles magically summons 1 **ice devil** (*MM*, pg. 75). It appears in an unoccupied space within 120 feet of Mephistopheles and obeys Mephistopheles without question. It remains for an hour, until it or Mephistopheles dies, until Mephistopheles dismisses it as an action, or until Mephistopheles uses this lair action again.

REGIONAL EFFECTS

The region containing Mephistopheles's lair is warped by its magic, creating one or more of the following effects:

- Perpetual blizzards rampage within 6 miles of the lair. Ranged weapon attack rolls and Wisdom (Perception) checks have disadvantage. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by nonmagical means nearly impossible. Visibility in a blizzard is reduced to 30 feet. Any creature that is concentrating on a spell in a blizzard must succeed on a DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements (for example, in an igloo).
- Creatures within 6 miles of the lair that aren't protected from extreme cold must make a DC 20 Constitution saving throw at the end of every hour or gain one level of exhaustion.

If Mephistopheles dies, these effects fade over the course of 1d10 days.

MEPHISTOPHELES

Large Fiend (Devil), Lawful Evil

Armor Class 22 (natural armor)
Hit Points 325 (26d10 + 182)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	26 (+8)	26 (+8)	27 (+8)

Saving Throws Dex +12, Int +16, Wis +16, Cha +16
Skills Arcana +16, History +16, Investigation +16, Perception +16, Persuasion +16, Religion +16
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 240 ft., truesight 120 ft., passive Perception 26
Languages all, telepathy 120 ft.
Challenge 27 (105,000 XP) **Proficiency Bonus** +8

Legendary Resistance (3/Day). If Mephistopheles fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mephistopheles has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mephistopheles's weapon attacks are magical.

Regeneration. Mephistopheles regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Mephistopheles dies only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Mephistopheles makes two Ranseur attacks. Alternatively, he can make one Ranseur attack and use Spellcasting.

Ranseur. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) force damage plus 16 (3d10) cold, fire, or lightning damage (Mephistopheles's choice).

Hellfire Gaze (Recharge 5–6). Unless Mephistopheles is blinded, his eyes emit hellfire in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) necrotic damage on a failed save, or half as much on a successful one. Any humanoid killed by Hellfire Gaze has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. The creature can be restored to life only by means of a *wish* spell followed by a *true resurrection* spell.

Word of Injunction (1/Day). Mephistopheles utters a dreadful word of power that can compel one creature he can see within 60 feet to die instantly or be assailed with waves of intense pain. The creature must have entered into a legally binding contract with Mephistopheles beforehand. Otherwise, it has no effect.

If the target has 150 hit points or less, Mephistopheles can choose to have its hit points reduced to 0 and its corpse reduced to ashes. Otherwise, Mephistopheles can cause the target to be affected by crippling pain and any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted.

A target suffering this pain can make a DC 24 Constitution saving throw at the end of each of its turns. On a successful save, the pain effect ends.

Teleport. Mephistopheles magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Spellcasting. Mephistopheles can cast the following spells, requiring no material components, and using Intelligence as his spellcasting ability (spell save DC 24, +16 to hit with spell attacks):

At will: *alter self* (can become Medium when changing its appearance), *detect magic, mage hand, ray of frost* (4d8)
3/day each: *chain lightning, charm monster, cone of cold, dispel magic, fireball, Otiluke's resilient sphere, plane shift, suggestion, telekinesis, wall of fire*
1/day each: *dominate monster, etherealness, forcecage, meteor swarm, symbol* (as an action)

BONUS ACTIONS

Hellfire Aura. Mephistopheles activates or deactivates this infernal aura. While active, Mephistopheles emits an aura of diabolic fire, appearing swathed in dark searing flames. A creature that starts its turn within 10 feet of Mephistopheles, or touches him or hits him with a melee attack while within 10 feet of him and the Hellfire Aura is active takes 7 (2d6) fire damage and 7 (2d6) necrotic damage. Any humanoid killed by Hellfire Aura has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. The creature can be restored to life only by means of a *wish* spell followed by a *true resurrection* spell.

REACTIONS

Absorb Spell (Recharge 5–6). Mephistopheles tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 4th level or lower, the spell fails and has no effect, and Mephistopheles regains hit points equal to the twice the spell's level. If the spell is 5th level or higher, Mephistopheles makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

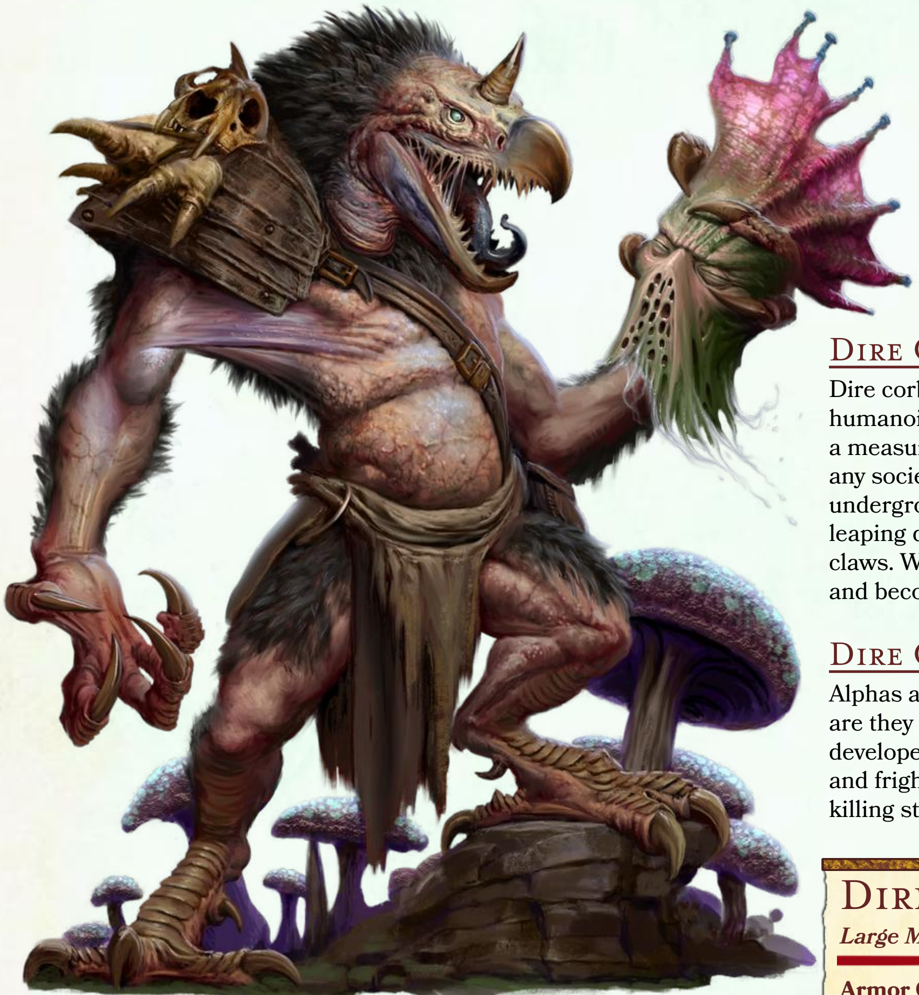
Protective Shield (4/Day). When Mephistopheles is hit by an attack roll, Mephistopheles gains a +5 bonus to his AC until the start of the his next turn, which can cause the triggering attack roll to miss.

LEGENDARY ACTIONS

Mephistopheles can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mephistopheles regains spent legendary actions at the start of his turn.

Ranseur. Mephistopheles makes one Ranseur attack.
Infernal Magic (Costs 2 Actions). Mephistopheles uses Spellcasting or Teleport.

DIRE CORBIES



DIRE CORBY

Dire corbies are denizens of the Underdark that resemble humanoid avians with brutish features. Although they have a measure of intelligence, these savage creatures barely have any societal structure and do not often use tools. They nest in underground cliff-side caves and normally hunt their prey by leaping down from ceilings or overhangs to rend targets with their claws. When attacking as a pack, they turn into a savage frenzy and become nearly suicidal.

DIRE CORBY ALPHA

Alphas are the natural leaders of the dire corby pack. Not only are they physically stronger and larger, dire corby alphas also developed an ear-splitting shriek that it uses constantly to distract and frighten enemies, giving their hunting pack an opening for a killing strike.

DIRE CORBY

Medium Monstrosity, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Undercommon
Challenge 1 (200 XP) **Proficiency Bonus** +2

Pack Frenzy. While it can see two allied creatures within 30 feet of it, the dire corby gains advantage on saving throws against being frightened and charmed, and all melee weapon attack rolls, but attacks rolls against it have advantage.

ACTIONS

Multiattack. The dire corby makes one Beak attack and one Claws attack.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

DIRE CORBY ALPHA

Large Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	6 (-2)	14 (+2)	7 (-2)

Skills Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Pack Frenzy. While it can see two allied creatures within 30 feet of it, the dire corby gains advantage on saving throws against being frightened and charmed, and all melee weapon attack rolls, but attacks rolls against it have advantage.

ACTIONS

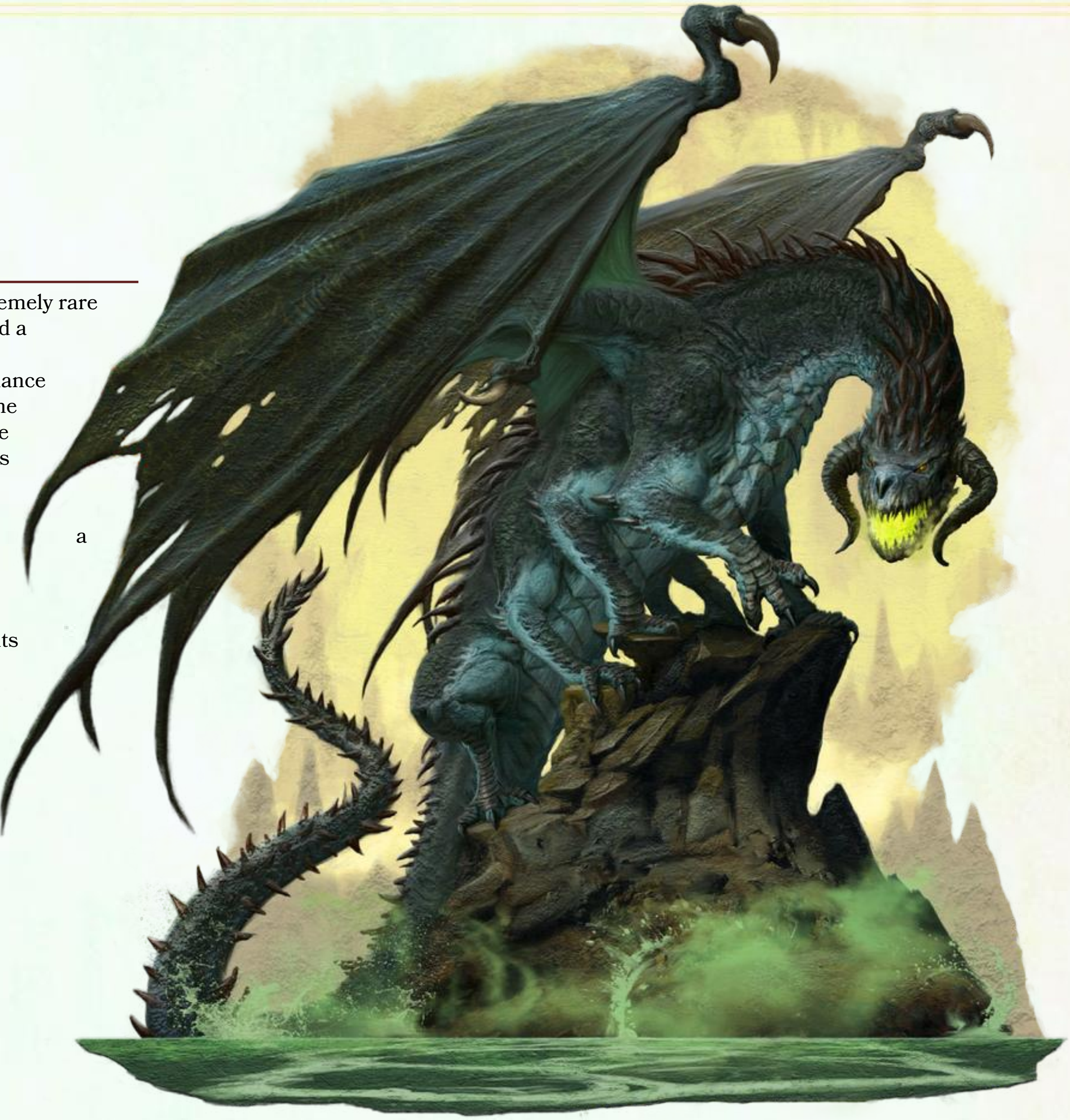
Multiattack. The dire corby makes one Beak attack and two Claw attacks. It can use its Doom Shriek in place of its Beak attack.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Doom Shriek. The dire corby emits a horrifying shriek. Each humanoid and beast within 30 feet of the dire corby and able to hear it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the dire corby's next turn. If a target's saving throw is successful or the effect ends for it, the target is immune to the dire corby's Doom Shriek for 24 hours.

Dracolisks



Dracolisk

The dreaded dracolisk is an extremely rare crossbreed between a dragon and a basilisk.

The dracolisk appears at first glance like a typical dragon, with its same chromatic skin and typical batlike wings. However, it has three pairs of legs that end with razor sharp claws.

Just like a dragon, the dracolisk has a breath weapon. What makes it more dangerous is its deadly ability to petrify opponents with its gaze just like a basilisk's.

Presented below are the stats of an ancient, adult, and young dracolisk of the black dragon variety.

Adult Dracolisk

Large Dragon, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +8, Wis +5, Cha +5
Skills Perception +9, Stealth +5
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The dracolisk can breath air and water.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 16 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert it s eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

If the dracolisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Multiattack. The dracolisk makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage plus 4 (1d8) acid damage and 4 (1d8) poison damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Acid Breath (Recharge 5–6). The dracolisk exhales acid in a 15-foot line that is 5 feet wide. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Ancient Dracolisk

Huge Dragon, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Dex +7, Con +12, Wis +8, Cha +8
Skills Perception +14, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Amphibious. The dracolisk can breath air and water.

Legendary Resistance (3/Day). If the dracolisk fails a saving throw, it can choose to succeed instead.

Petrifying Gaze. If a creature starts its turn within 60 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 20 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert it s eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

If the dracolisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Multiattack. The dracolisk can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 4 (1d8) acid damage and 4 (1d8) poison damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dracolisk's choice that is within 120 feet of the dracolisk and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolisk's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dracolisk exhales acid in a 15-foot line that is 5 feet wide. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dracolisk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracolisk regains spent legendary actions at the start of its turn.

Detect. The dracolisk makes a Wisdom (Perception) check.

Tail Attack. The dracolisk makes a Tail attack.

Wing Attack (Costs 2 Actions). The dracolisk beats its wings. Each creature within 10 feet of the dracolisk must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dracolisk can then fly up to half its flying speed.

Young Dracolisk

Medium Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 25 ft., fly 50 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Saving Throws Dex +3, Con +4, Wis +2, Cha +2
Skills Perception +4, Stealth +3
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The dracolisk can breath air and water.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 12 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert it s eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

If the dracolisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 3 (1d6) acid damage and 3 (1d6) poison damage.

Acid Breath (Recharge 5–6). The dracolisk exhales acid in a 15-foot line that is 5 feet wide. Each creature in that area must make a DC 12 Constitution saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

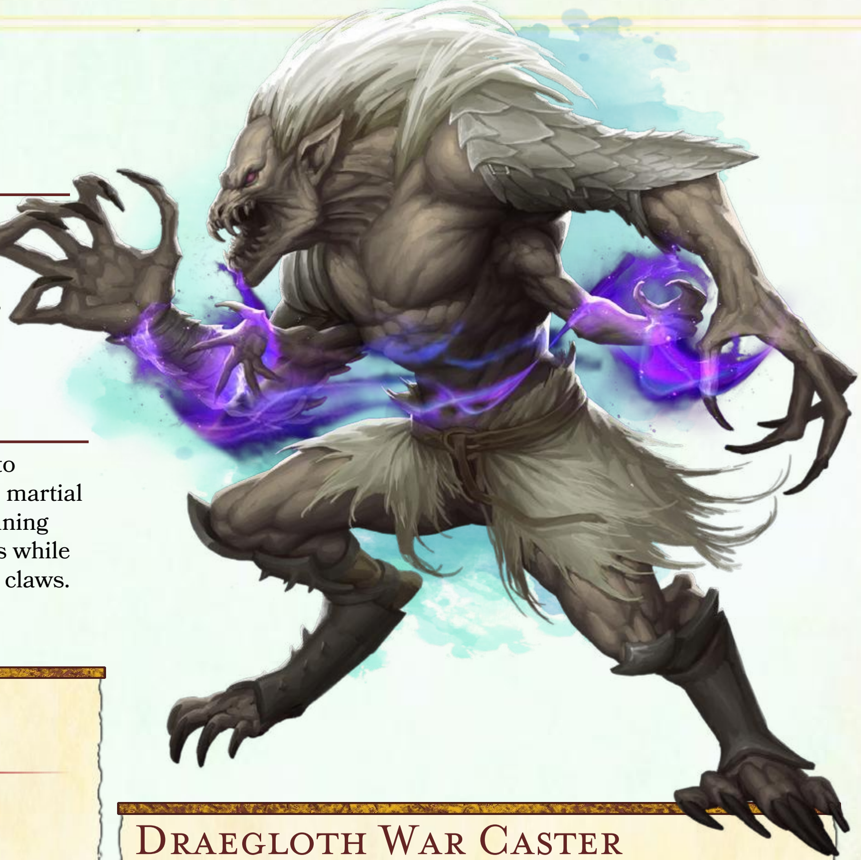
DRAEGLOTHS

DRAEGLOTH ABOMINATION

Draegloth abominations are physically larger, stronger, and more feral specimens compared to their kind. In addition, they also have the ability to weave steel-like webbing from their smaller arms, trapping hapless victims who are then ripped apart by their larger clawed arms.

DRAEGLOTH WAR CASTER

When young draegloths show signs of exceptional affinity to magic, the drow take advantage and train them in both the martial and arcane arts. Those that survive eventually become cunning war casters that have the ability to cast and maintain spells while simultaneously hacking at their enemies with their vicious claws.



DRAEGLOTH ABOMINATION

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	13 (+1)	12 (+1)	12 (+1)

Skills Athletics +14, Perception +5, Stealth +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Elvish, Undercommon
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fey Ancestry. The draegloth has advantage on saving throws against being charmed, and magic can't put the draegloth to sleep.

ACTIONS

Multiattack. The draegloth makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Web (Recharge 5–6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 17 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Spellcasting. The draegloth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, darkness*
1/day each: *confusion, faerie fire*

BONUS ACTIONS

Tethering Web. The draegloth can pull a target restrained by its web into an unoccupied space within 5 feet of the draegloth.

DRAEGLOTH WAR CASTER

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +8, Wis +6, Cha +7
Skills Arcana +6, Perception +6, Stealth +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, Elvish, Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Battle Concentration. The draegloth has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Fey Ancestry. The draegloth has advantage on saving throws against being charmed, and magic can't put the draegloth to sleep.

ACTIONS

Multiattack. The draegloth makes one Bite attack and two Claw attacks. Alternatively, it can make two Claw attacks and use Spellcasting.

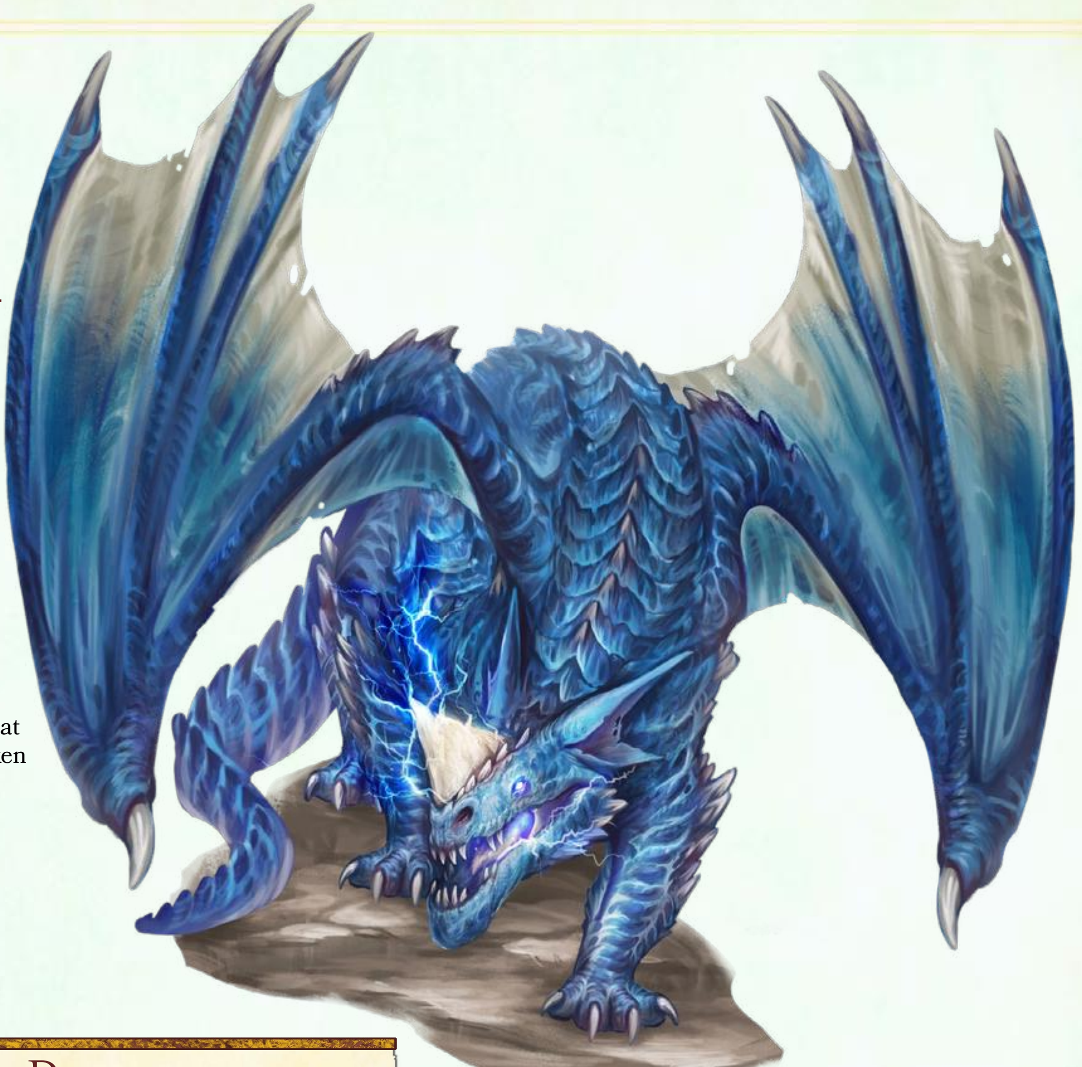
Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Spellcasting. The draegloth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, darkness, faerie fire*
3/day each: *blight, confusion, mirror image*
1/day each: *maddening darkness, power word stun*

DRAGONS



JUVENILE DRAGONS

Juvenile dragons range anywhere from 26 to 50 years old, and are at the stage where they are now out in the wild and looking to establish their own lair. Juveniles tend to travel far from their parents' lair to avoid encroaching in their territory. Adventurers often mistake juveniles to be younger and weaker, and while juveniles may not be as powerful as their adult brethren, they still pose a threat considerable enough to be taken seriously.

JUVENILE BLACK DRAGON

Large Dragon, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +5, Con +5, Wis +3, Cha +5
Skills Perception +6, Stealth +5
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The dragon can breath air and water.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) acid damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Dexterity saving throw, taking 31 (7d8) acid damage on a failed save, or half as much damage on a successful one.

JUVENILE BLUE DRAGON

Large Dragon, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +6
Skills Perception +7, Stealth +3
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) lightning damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

JUVENILE GREEN DRAGON

Large Dragon, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The dragon can breath air and water.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

JUVENILE RED DRAGON

Large Dragon, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +3, Cha +6
Skills Perception +6, Stealth +3
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

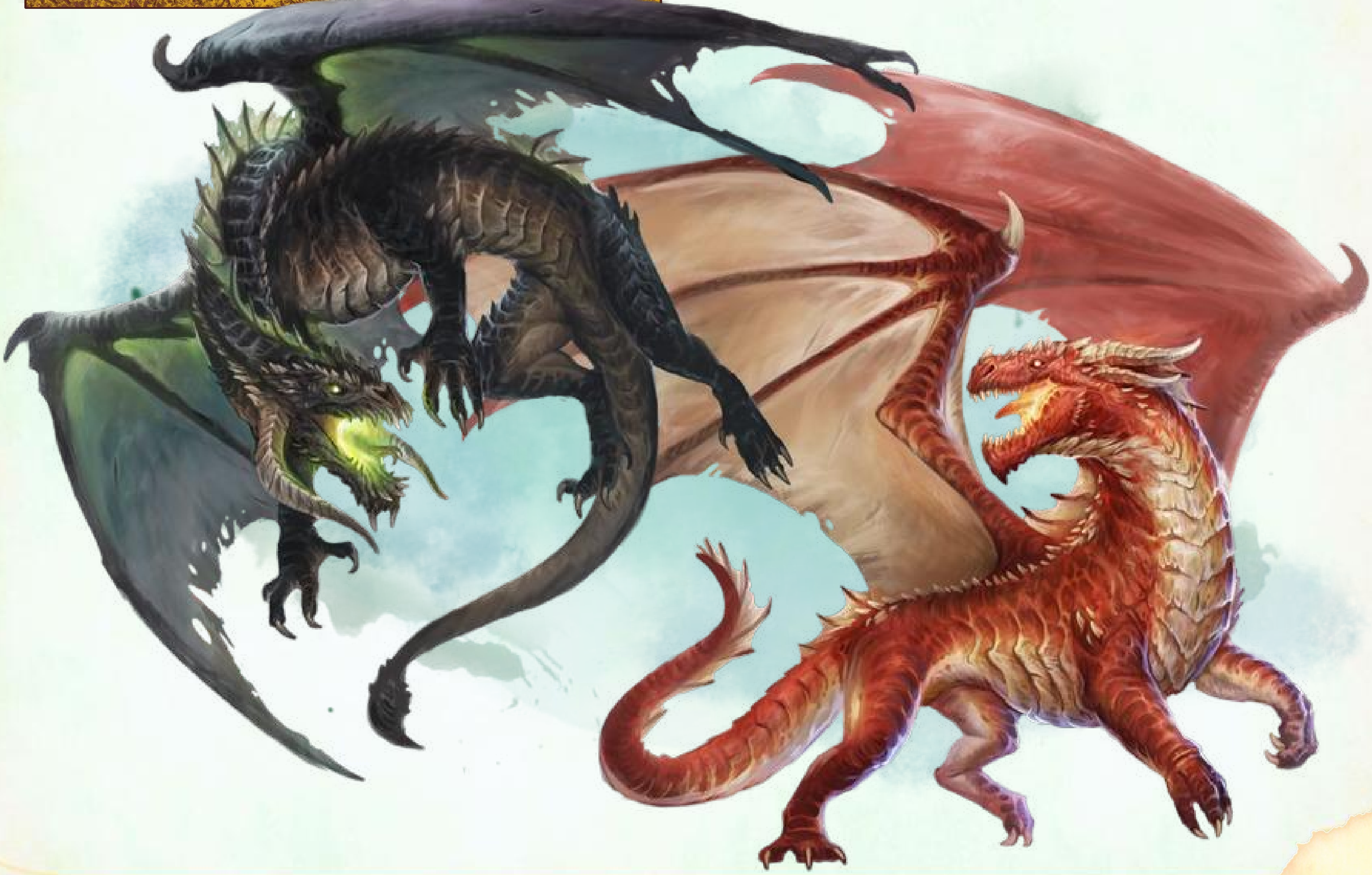
ACTIONS

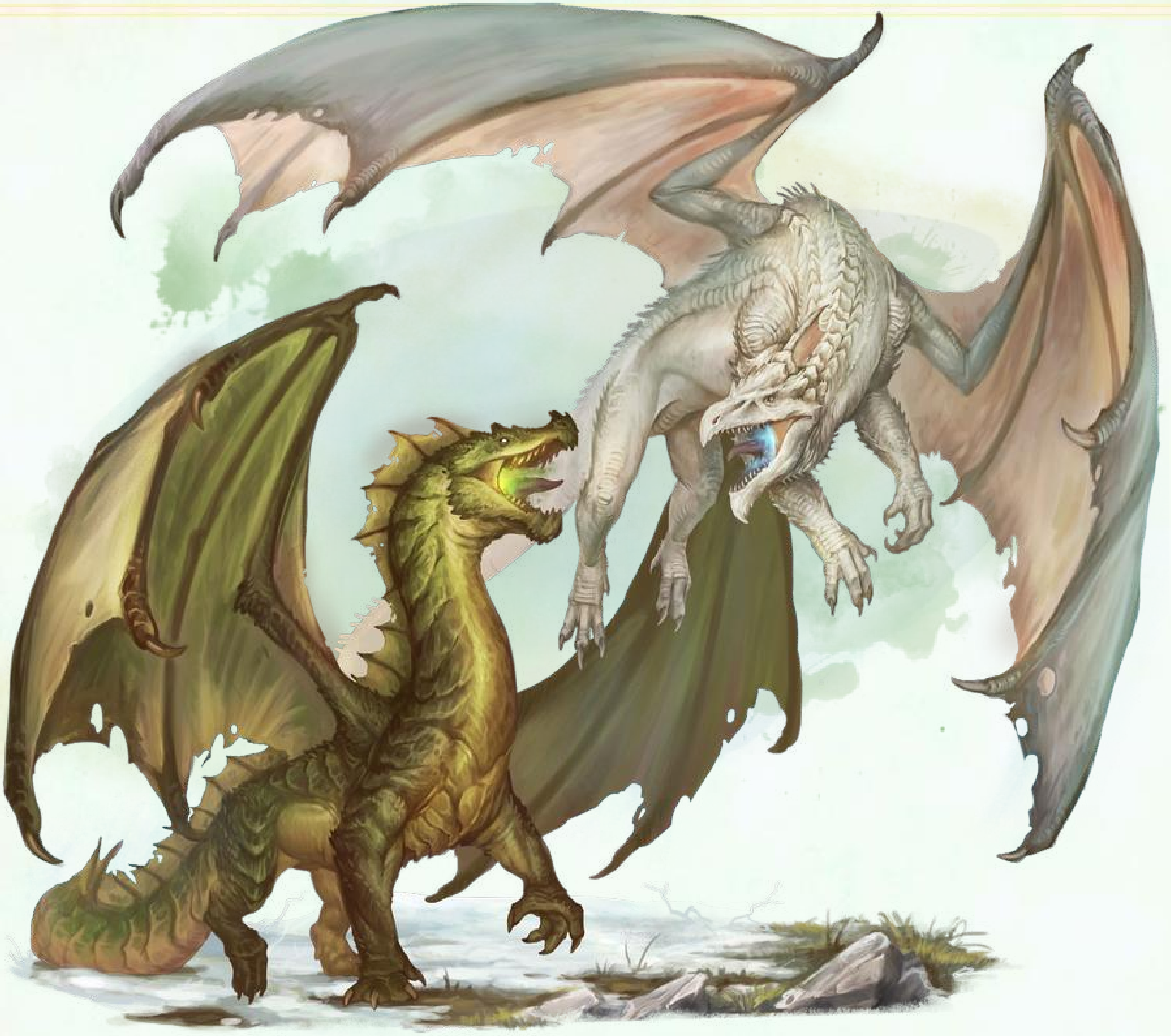
Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.





JUVENILE WHITE DRAGON

Juvenile white dragons make their lairs near sea ice or frozen coastlines. The sea ice is vast and ever-changing. Because of this, a juvenile white dragon's territory can be enormous—far greater than any other species of dragon. The size of a juvenile white dragon's range depends on two main factors: the quality of the sea ice and the availability of their prey - which consists mostly of seal, sea lion, walrus, whale, and the occasional humanoid.

They fear and avoid frost giants, because the latter tend to capture young white dragons and use them as guards and scouts.

JUVENILE WHITE DRAGON

Large Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	11 (+0)

Saving Throws Dex +2, Con +5, Wis +2, Cha +2
Skills Perception +4, Stealth +2
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

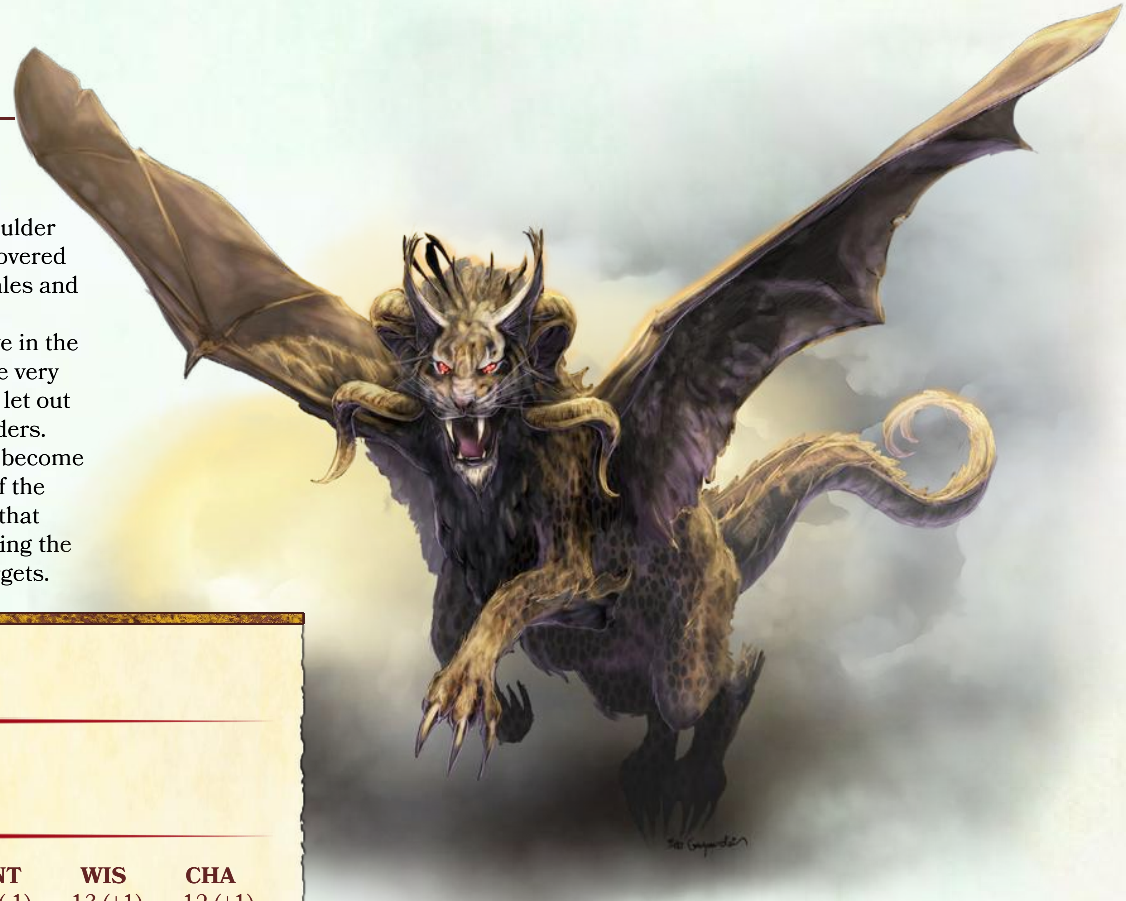
Cold Breath (Recharge 5–6). The dragon exhales cold in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.

Dragonnes

Dragonne

A dragonne is a very rare subspecies of dragon that appear to be a cross between a lion and a dragon. An adult dragonne is about 8 feet tall at the shoulder and has a 16-foot long body of a lion covered in either lion fur or dragon colored scales and sporting a pair of dragon wings.

Territorial Predators. Dragonnes live in the dense jungles and savannahs. They are very territorial creatures but will also often let out warning roars to scare would-be intruders. Those that do not take heed, however, become prey and are treated to the full brunt of the dragonne's roar, a thunderous rumble that weakens the body and the mind, allowing the dragonne to tear apart and rend its targets.



Adult Dragonne

Huge Dragonne, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	8 (-1)	13 (+1)	12 (+1)

Skills Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Stunning Pounce. If the dragonne moves at least 30 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone and stunned until the end of the dragonne's next turn.

Actions

Multiattack. The dragonne makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Roar (Recharge 5–6). The dragonne emits a magical roar. Each creature within 120 feet that can hear its roar must succeed on a DC 16 Wisdom saving throw or gain 2 levels of exhaustion.

Legendary Actions

The dragonne can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragonne regains spent legendary actions at the start of its turn.

Detect. The dragonne makes a Wisdom (Perception) check.

Bite. The dragonne makes a Bite attack.

Wing Attack (Costs 2 Actions). The dragonne beats its wings. Each creature within 15 feet of the dragonne must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragonne can then fly up to half its flying speed.

Young Dragonne

Large Dragonne, Typically Neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Stunning Pounce. If the dragonne moves at least 30 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone and stunned until the end of the dragonne's next turn.

Actions

Multiattack. The dragonne makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Roar (Recharge 5–6). The dragonne emits a magical roar. Each creature within 60 feet that can hear its roar must succeed on a DC 14 Wisdom saving throw or gain 1 level of exhaustion.

DRAGONSPAWNS

DRAGONSPAWNS

The deity Tiamat continuously seeks to escape its infernal prison and return to the Prime Material Plane. To that end, it has empowered its most gifted followers to create the Dragonspawn from various beasts and monstrous eggs. These spawns of Tiamat have a sliver of Tiamats' power and are born to spread chaos and destruction, and help prepare the deity's return.

Tiamat's Sentinels. Dragonspawn reach maturity in just a few years, never reaching sizes bigger than Large, and leave the nest to strike out on their own, preferring to stay in environments similar to those favored by their parents. They nest with other dragonspawn or even other races so long as they have the same objectives. They are normally found in the company of Tiamat's followers, such as the Cult of the Dragon and kobolds, often serving as guards.

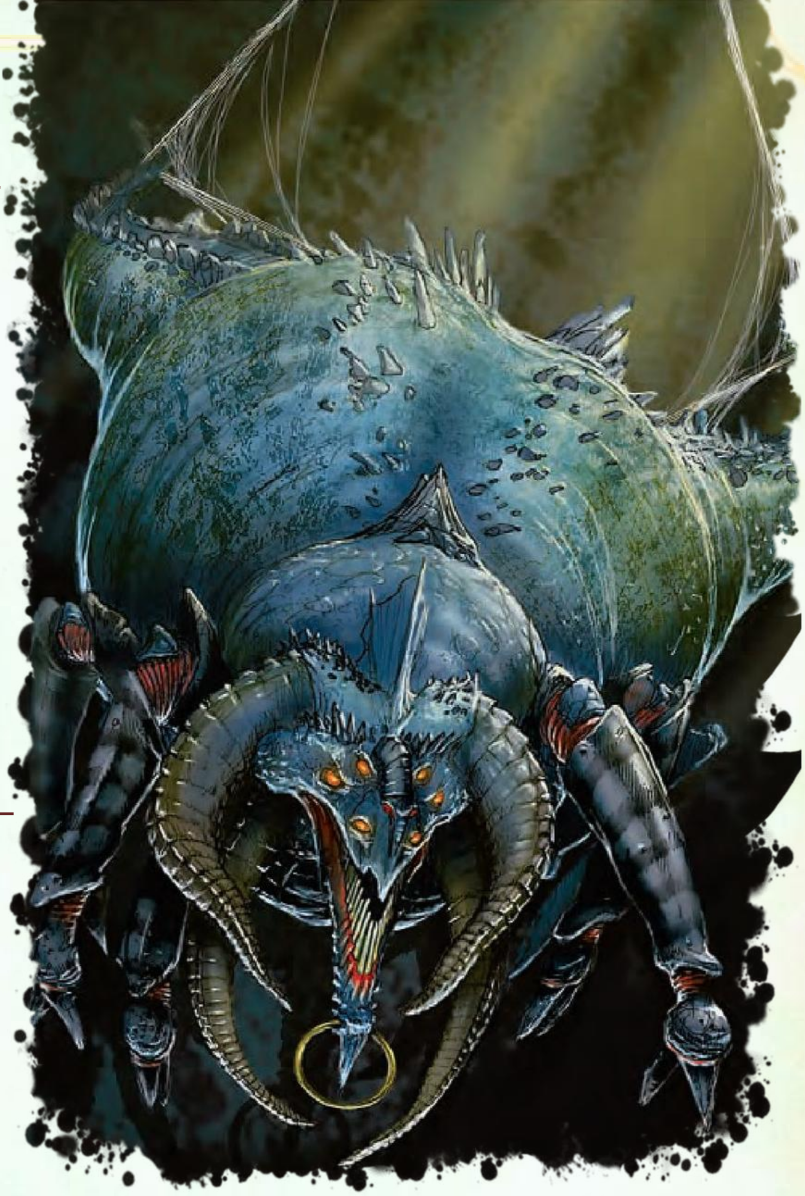
All dragonspawn are loyal to Tiamat's cause and have adopted Tiamat's temperament when it comes to dealing with other races, which is to say they look down on all non-Dragons and they hate good-aligned Dragons with a vengeance.

BLACKSPAWN STALKER

This nightmarish creature looks like a young black dragon whose body has bloated into a spiders' proportions. It has lost its wings and in exchange has two spinneret tails that weave webbing, six arachnid limbs and four pairs of eyes that glow a sickly yellow as it hunts for prey.

The blackspawn stalker prefers to live in temperate swamps or dark forests where they lay clutches of eggs in multiple locations to increase chances of hatching.

Ambush Hunter. The blackspawn stalkers is an expert trap hunter, spinning webs on the forest floor or the treetops to waylay unsuspecting wanderers with. It then spits caustic webbing at its prey to pin them down before lunging at them for a bite and bludgeoning them with its tails.



BLACKSPAWN STALKER

Large Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +7
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spider Climb. The blackspawn stalker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the blackspawn stalker knows the exact location of any creature in contact with the same web.

Web Walker. The blackspawn stalker ignores movement restrictions caused by webbing.

Slay Foe (1/Turn). The blackspawn stalker deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

ACTIONS

Multiattack. The blackspawn stalker makes one Bite attack and two Tail attacks.

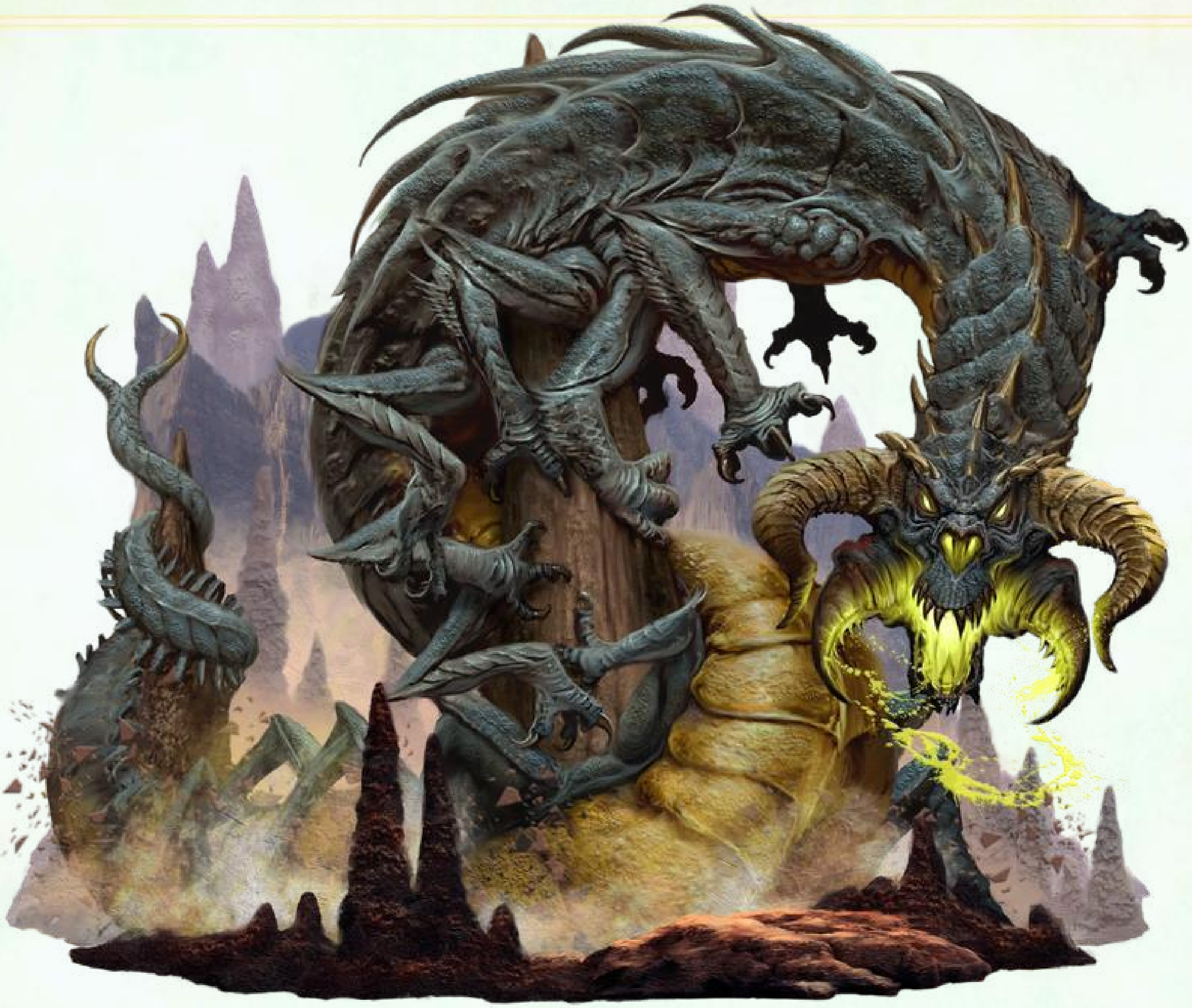
Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) acid damage and 4 (1d8) poison damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Tail. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Acid Web Spray (Recharge 5–6). The blackspawn stalker emits noxious webbing in a line that is 30 feet long and 10 feet wide. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) acid damage and be restrained by webbing. A creature that starts its turn restrained takes 4 (1d8) acid damage. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to acid, bludgeoning, poison, and psychic damage.

BONUS ACTIONS

Stealthy. The blackspawn stalker takes the Hide action.



Blackspawn Crawler

The blackspawn crawler is the horrific combination of a monstrous centipede and a black dragon. It has the segmented multilegged body of a centipede, with the head, horns, and fins of a wingless black dragon. It lives underground beneath temperate swamps, forests, and ruins. It will head to the surface only to hunt for prey.

In combat, the blackspawn crawler will prioritize constricting a target to immobilize it. It then tries to finish it off with its venomous bite, unless there are other targets to fend off. In which case, it will either use its highly toxic breath attack or bite against them.

Blackspawn Crawler

Huge Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +4
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The blackspawn crawler has advantage on Wisdom (Perception) checks that rely on smell.

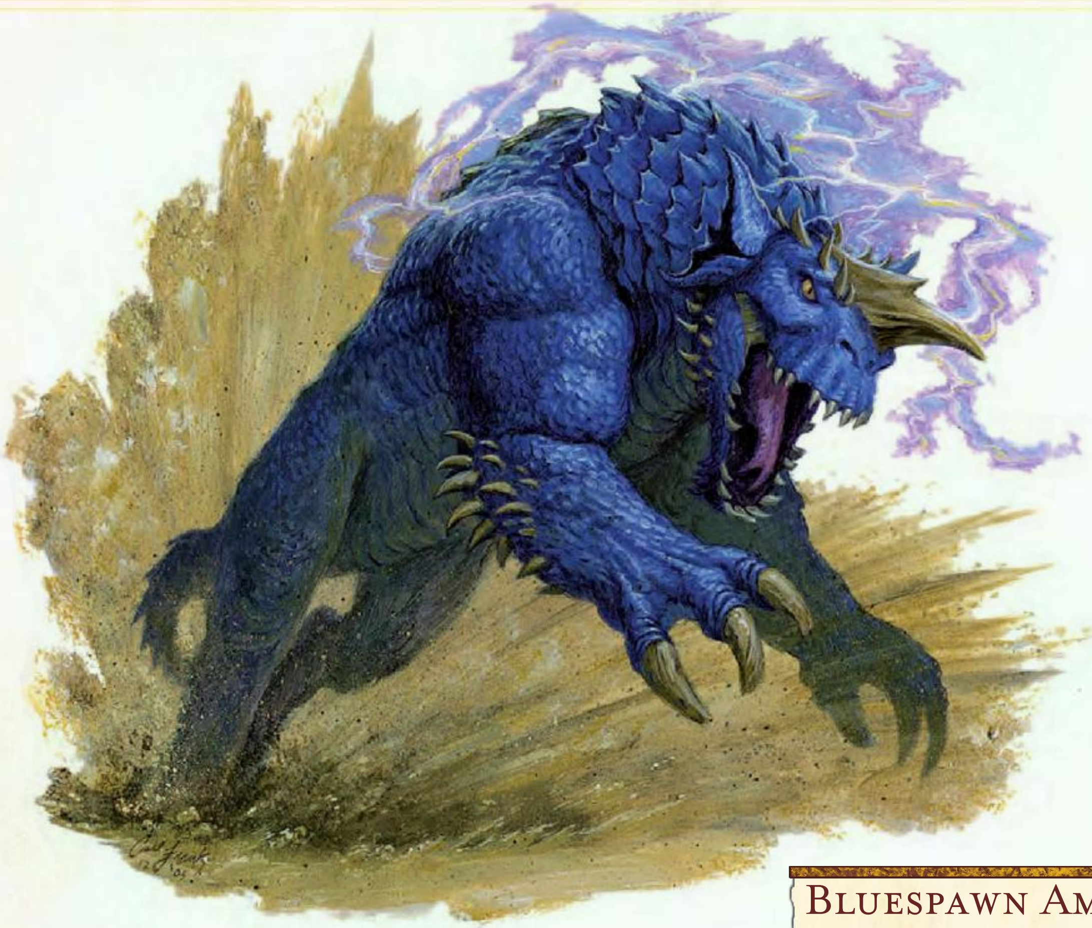
Actions

Multiattack. The blackspawn crawler makes one Bite attack and one Constrict attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) acid damage, and the target must succeed on a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 13 (2d8 + 4) bludgeoning damage. The target is grappled (escape DC 14) if the blackspawn crawler isn't already constricting a creature, and the target is restrained until this grapple ends.

Toxic Breath (Recharge 5–6). The blackspawn crawler exhales noxious acid in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 14 (4d6) acid damage and 14 (4d6) poison damage and the creature is incapacitated until the end of the blackspawn crawler's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated.



BLUESPAWN AMBUSHER

Bluespawn ambushers are what blue dragons would look like when compressed into the shape of a badger. They stand 3 feet tall at the shoulder and measure 5 feet in length and width. Their blue-scaled body, which crackles with electricity, no longer have wings but have adapted to burrowing under the ground.

Bluespawn ambushers live in deserts and dry wastelands and hunt in packs. They hide underneath the surface and wait until prey passes by before overwhelming it with sheer numbers.

BLUESPAWN AMBUSHER

Medium Dragon, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +7
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Ambusher. The bluespawn ambusher has advantage on attack rolls against any creature it has surprised.

ACTIONS

Multiattack. The bluespawn ambusher makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) lightning damage.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Electricity Burst (Recharge 5–6). The bluespawn ambusher discharges a burst of electricity in a 15-foot radius circle centered on its space. Each creature in the area other than the bluespawn ambusher must succeed on a DC 13 Constitution saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

REACTIONS

Instinctive Electricity Burst. When the bluespawn ambusher takes damage from an attacker within 15 feet of it and Electricity Burst is available, it uses Electricity Burst.

BLUESPAWN STORMLIZARD

Large Dragon, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +4
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Trampling Charge. If the bluespawn stormlizard moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the bluespawn stormlizard can make one Stomp attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 9 (2d8) lightning damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) lightning damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

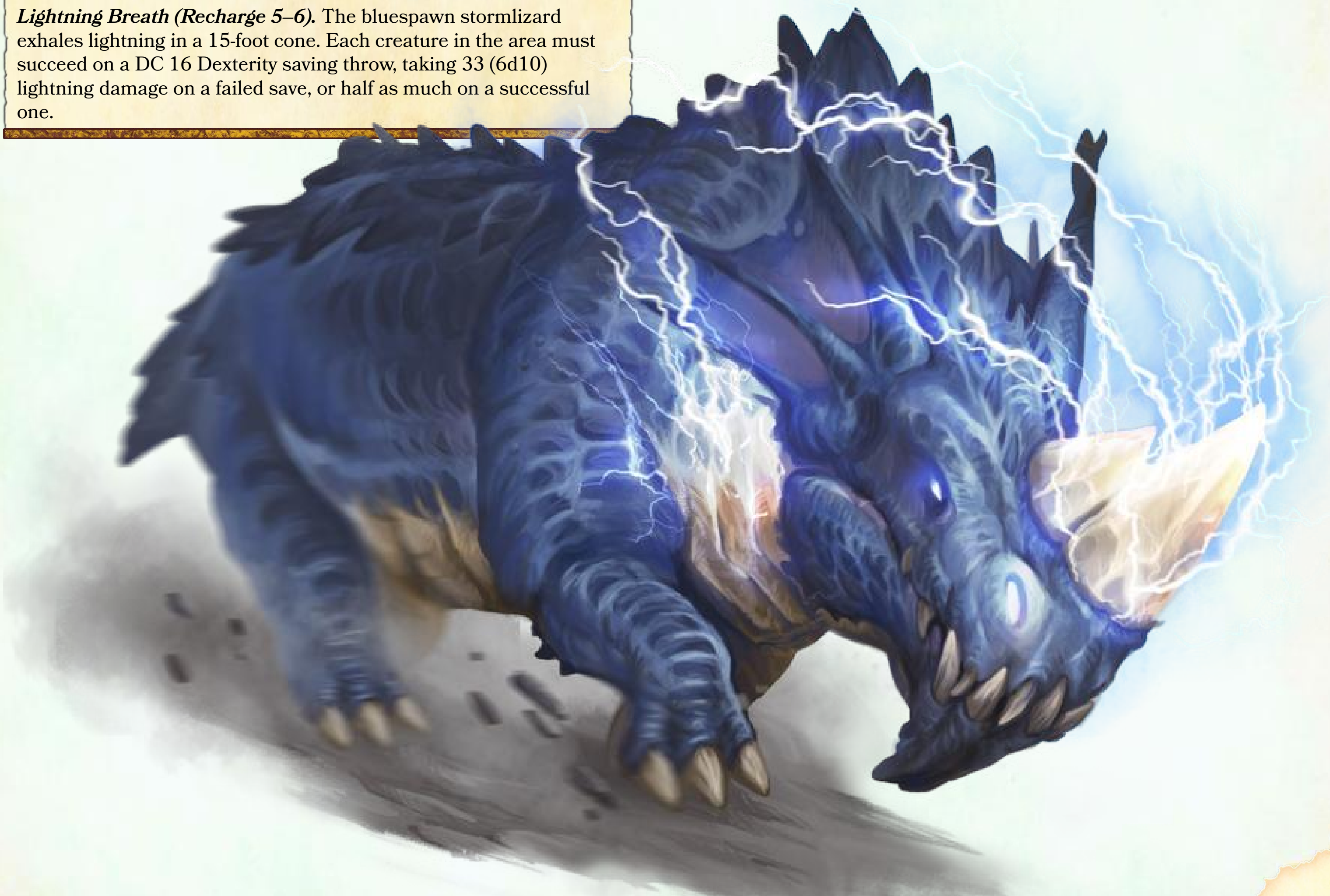
Lightning Breath (Recharge 5–6). The bluespawn stormlizard exhales lightning in a 15-foot cone. Each creature in the area must succeed on a DC 16 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much on a successful one.

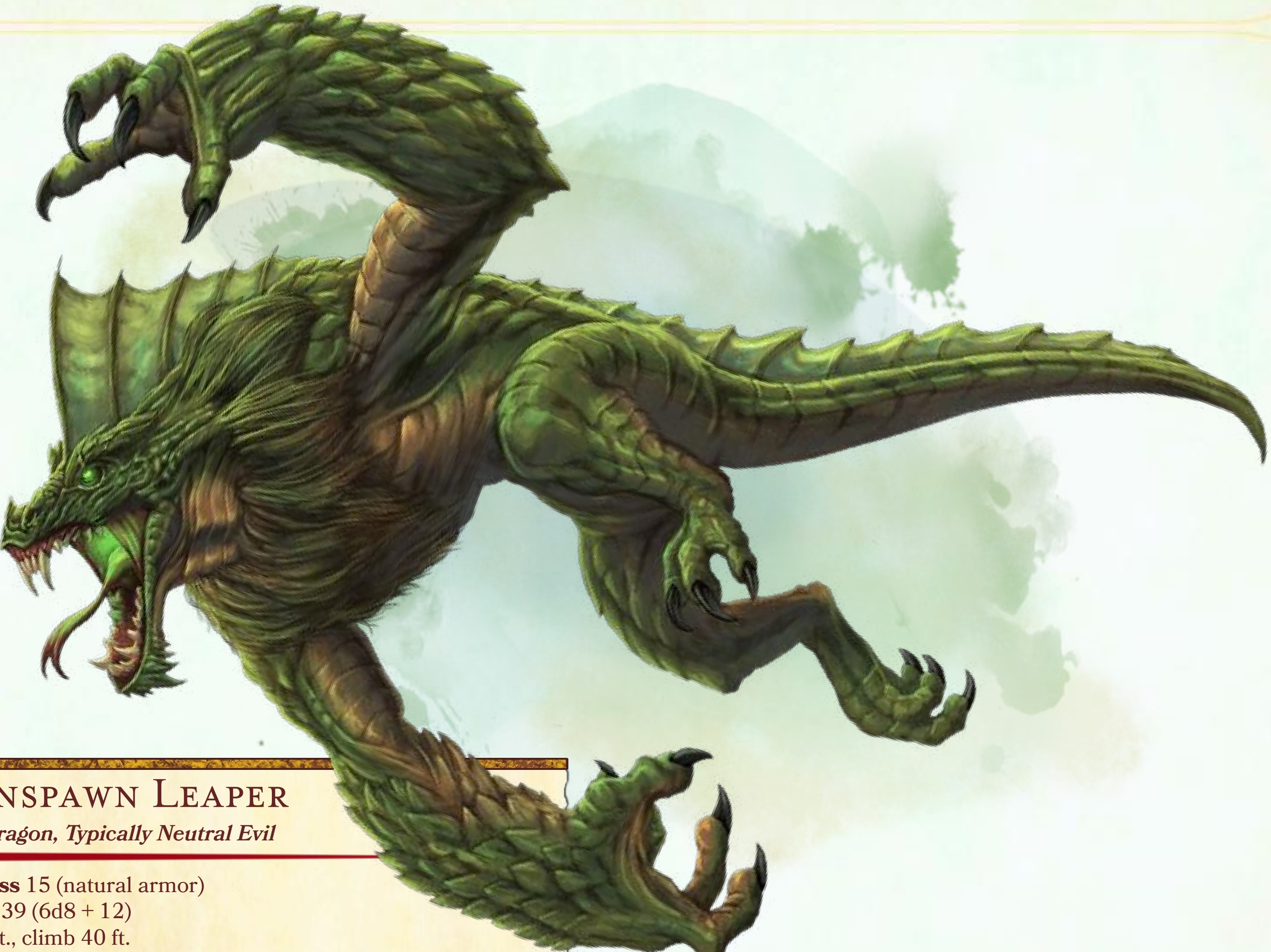
BLUESPAWN STORMLIZARD

Bluespawn stormlizards look like a hybrid wingless blue dragon and rhinoceros, with their horns sizzling with electricity. These dragonspawns prefer to live in arid plains and wastelands but will be fine anywhere warm as long as they have a dry, sandy place to lair and lay eggs.

Trampling Chargers. Bluespawn stormlizards hunt by charging at and goring their prey, before finishing them off with their bite and stomp. When outnumbered, it will use its Lightning Breath.

Fickle Mounts. Bluespawn stormlizards have animal level intelligence and are normally stubborn and irritable but are surprisingly easy to train as mounts for as long as the rider is aligned with Tiamat.





GREENSPAWN LEAPER

Medium Dragon, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

Skills Athletics +6, Perception +3, Stealth +5
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The greenspawn leaper can breathe air and water.

Standing Leap. The greenspawn leaper's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

ACTIONS

Multiattack. The greenspawn leaper makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Poison Burst (Recharge 5–6). The greenspawn leaper discharges a cloud of poisonous gas. Each creature within 15 feet of the greenspawn leaper must succeed on a DC 12 Constitution saving throw. On a failed save, a creature takes 17 (5d6) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

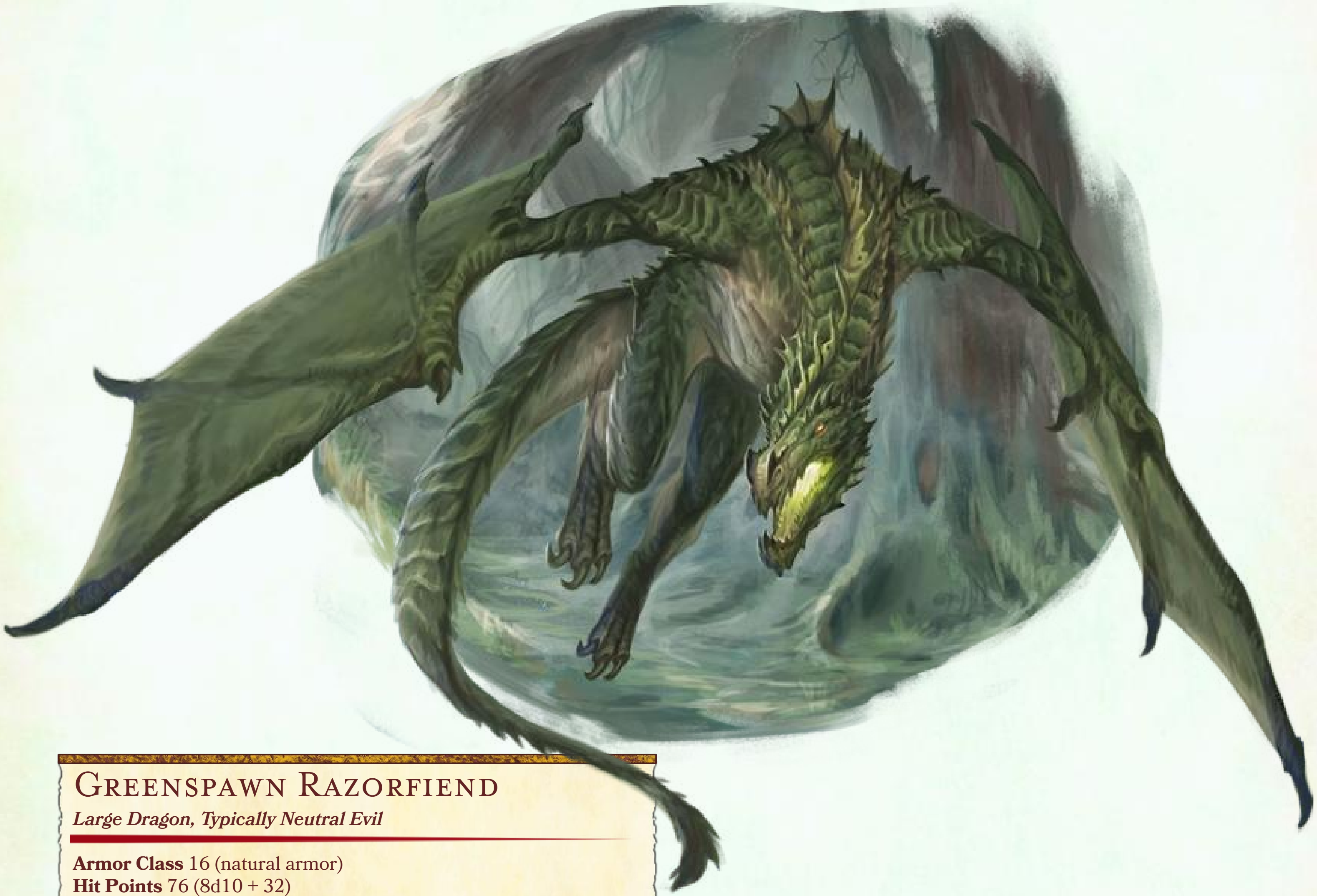
Instinctive Poison Burst. When the greenspawn leaper takes damage from a visible attacker within 15 feet of it and Poison Burst is available, it uses Poison Burst.

GREENSPAWN LEAPER

The greenspawn leaper resembles a 5-foot long wingless green dragon with a simian-like body.

Arboreal Assassins. Greenspawn leapers are genetically streamlined for living in woodland canopies and prefer to live in warm, temperate forests. They hunt alone or in groups, ambushing prey by dropping down and delivering a vicious bite to its neck.

Poison Burst. If the greenspawn leapers need to escape, they can emit a vile, poisonous gas, affecting all those unfortunate enough to be close when this happens.



GREENSPAWN RAZORFIEND

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The greenspawn razorfiend can breathe air and water.

Improved Critical. The greenspawn razorfiend's melee weapon attacks score a critical hit on a roll of 19 or 20.

ACTIONS

Multiattack. The greenspawn razorfiend makes one Bite attack and two Wing attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Wing. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5–6). The greenspawn razorfiend exhales poisonous gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much on a successful one.

GREENSPAWN RAZORFIEND

The greenspawn razorfiend bears similarities to a green dragon but its winged forelimbs are not for flight. Instead, the dragonspawn uses them like scythes.

Ambush Hunters. Greenspawn razorfiends live in warm forests or marshlands, hunting singly or in groups. They ambush prey by lurking underwater or in behind thickets, leaping out from their hiding places to surprise their target, slashing at it with their blade-like wings.

Shock Troops. Greenspawn razorfiends are often raised and trained by Tiamat worshipers as shocktroopers in their army. Due to their savagery, greenspawn razorfiends are used to open combat in order to break enemy ranks.

REDSPAWN FIREBELCHER

Large Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +2
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Hold Breath. The redspawn firebelcher can hold its breath for 30 minutes.

Lava Camouflage. The redspawn firebelcher has advantage on Dexterity (Stealth) checks made to hide in lava or fiery terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) fire damage.

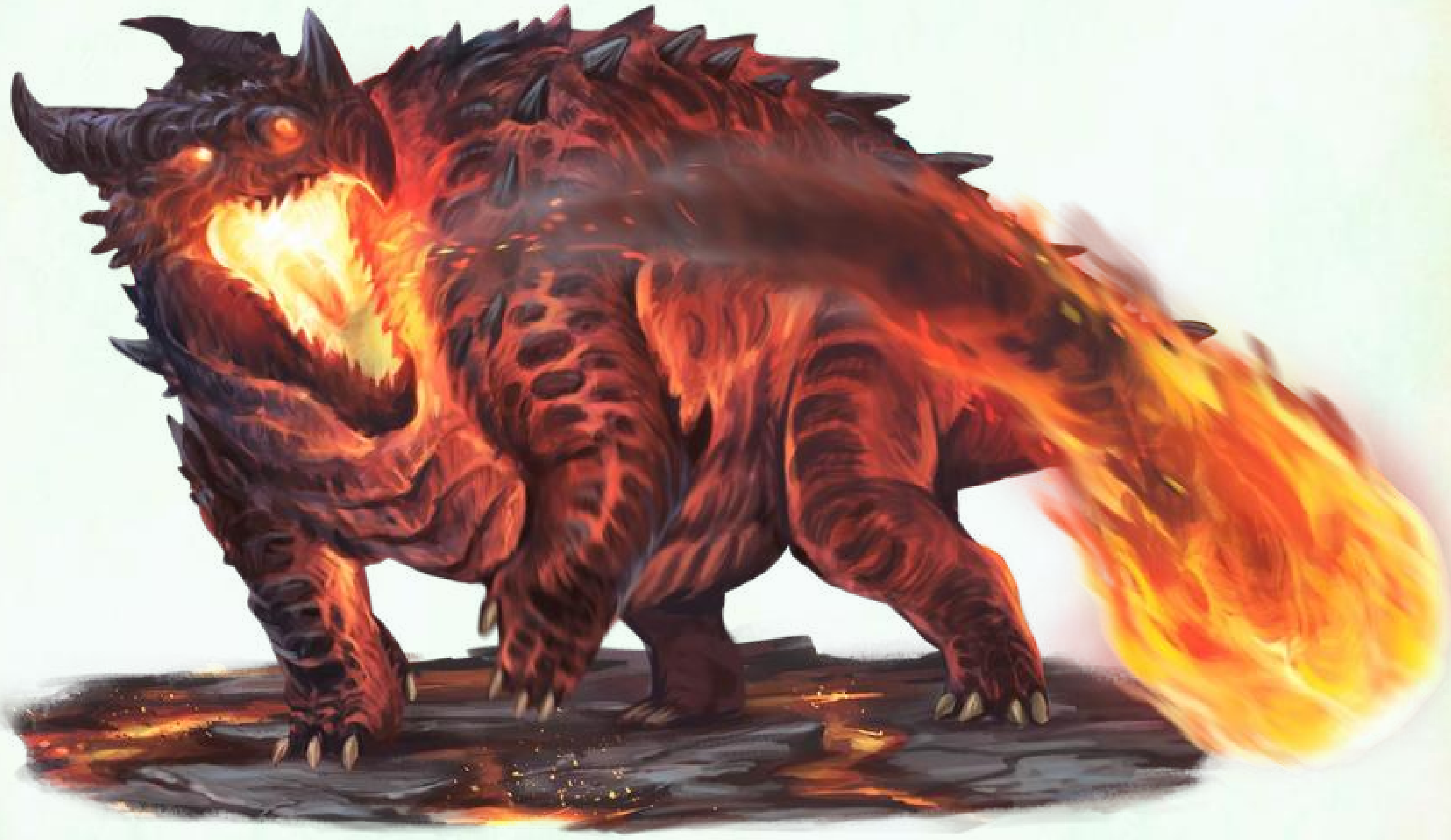
Belch Fire (Recharges 4-6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 42 (12d6) fire damage. All other creatures within 5 feet of the target must make a DC 16 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one.

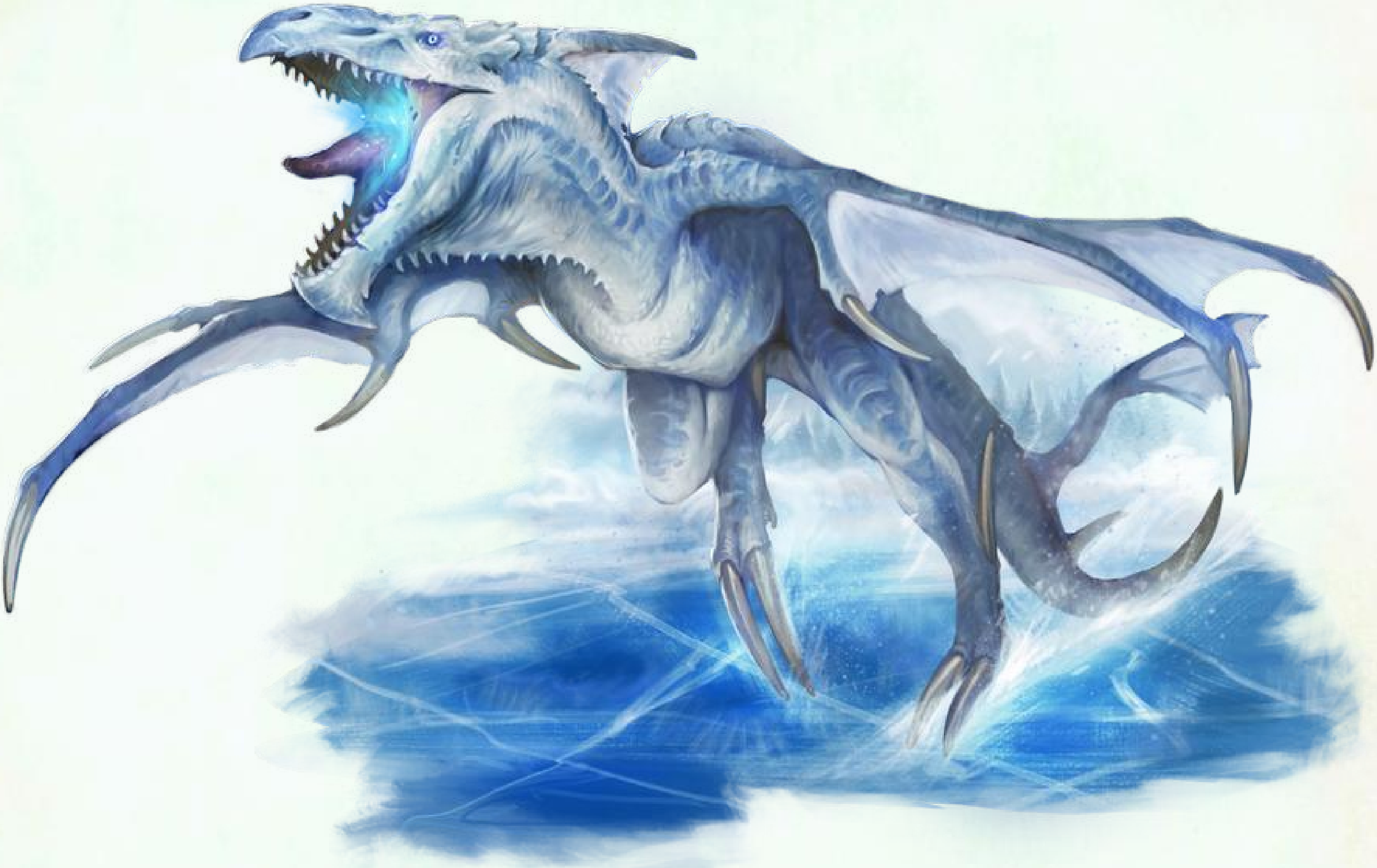
REDSPAWN FIREBELCHER

Redspawn firebelchers bears the resemblance of a red dragon with the body of a bull, their bulky bodies averaging at least 12 feet long. They are vicious, stupid brutes that will attack anything that isn't aligned with Tiamat.

Lava Lurkers. Redspawn firebelchers prefer to reside in volcanic areas, living solitary lives until mating season. They tend to laze around in rivers of lava until they become hungry, whereupon they intrude into nearby countrysides to eat their fill of meat. If there is prey nearby, they would hide just underneath the surface of the lava and slowly make their approach until the prey is within striking distance or within range of their firebelch, which is a glob of lava and intense flames that the firebelcher spits out.

Cultists of Tiamat and red dragons often use firebelchers as guards, placing them underneath low bridges that span lava-filled caverns and chambers.





WHITESPAWN ICESKIDDER

Whitespawn iceskidders resemble 11-foot long dragon-headed white lizards that have adapted to gliding over icy surfaces. Their forelimb-wings aren't used for flight but instead for adjusting their air resistance while they skim over the ice.

Iceskidders are at home anywhere there is frozen water. They roam the vicinity singly or in pairs looking for prey to hunt, often initiating attacks using their freezing breath to freeze victims in place before closing in to finish them off with a killing bite.

Followers of Tiamat sometimes use iceskidders as mounts or to pull sleds across frozen surfaces.

WHITESPAWN ICESKIDDER

Large Dragon, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +2
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ice Walk. The whitespawn iceskidder can move across and climb icy surfaces with out needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The whitespawn iceskidder makes one Bite attack and two Wing attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) cold damage.

Wing. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Freezing Breath (Recharge 5–6). The whitespawn iceskidder exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 14 Strength saving throw. On a failed save, a creature takes 21 (6d6) cold damage and is restrained by ice for 1 minute. As an action, the restrained target can make a DC 14 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't frozen in ice.

BONUS ACTIONS

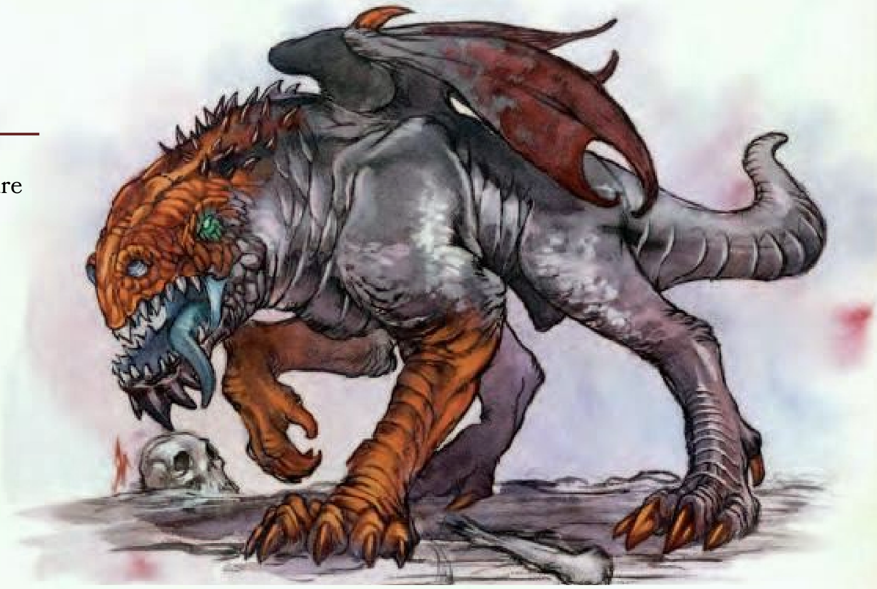
Iceskidder. While on icy or snowy surfaces, the whitespawn iceskidder takes the Dash or Disengage action.

DRAKES

AMBUSH DRAKE

Ambush drakes are often found in the service of draconic-speaking creatures, such as kobolds and lizardfolk. They are either used as guards or as trackers.

Ambush Hunters. In the wild, ambush drakes hunt in packs, often dividing their numbers - one group to lie waiting in ambush while another to drive their prey to the ambush spot. Ambush drakes use a combination of its poisonous bite and slowing breath to immobilize their targets as the rest of the pack swoop in for the kill.



AMBUSH DRAKE

Medium Dragon, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +7
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Ambusher. The drake has advantage on initiative rolls.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage. If the attack roll has advantage, the target also takes 3 (1d6) piercing damage.

Slowing Breath (Recharge 5–6). The drake exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

AMBUSH DRAKE, ELDER

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 50 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	4 (-3)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +8
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Ambusher. The drake has advantage on initiative rolls.

ACTIONS

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage. If the attack roll has advantage, the target also takes 3 (1d6) piercing damage.

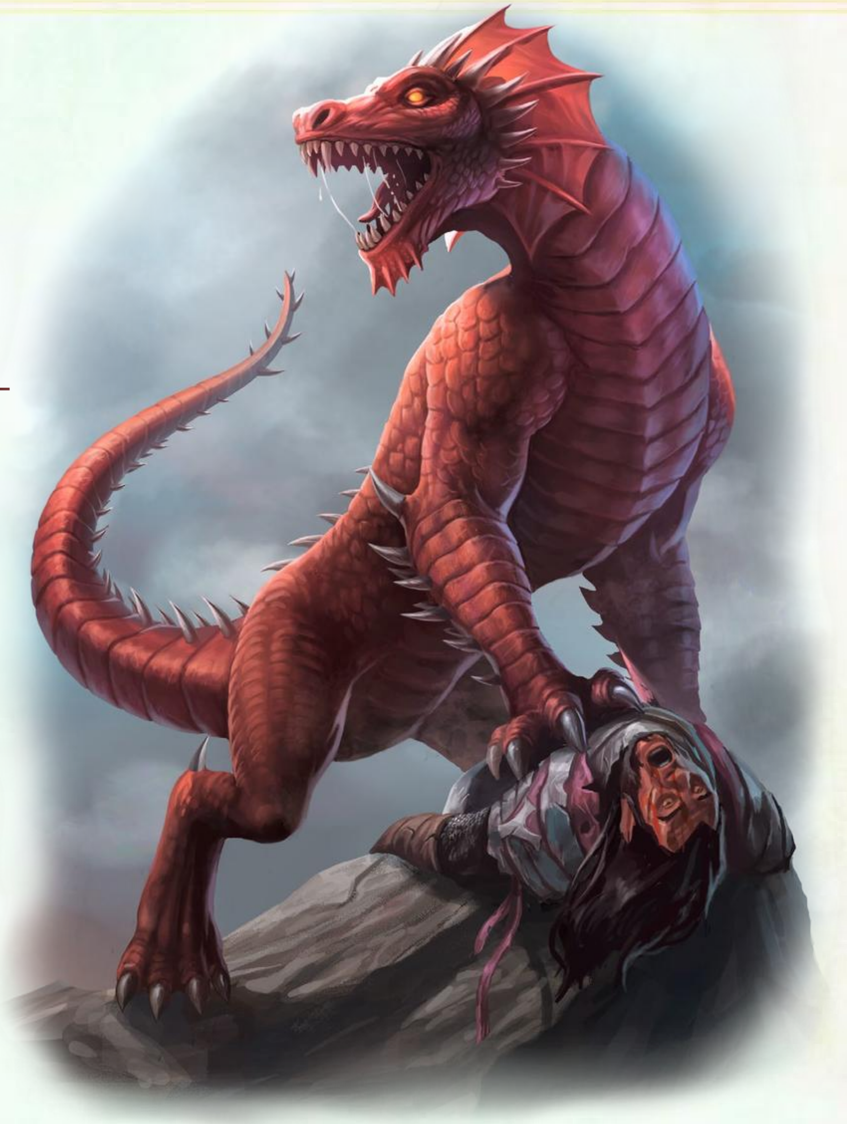
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the attack roll has advantage, the target also takes 2 (1d4) slashing damage.

Slowing Breath (Recharge 5–6). The drake exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Rage Drake

Rage drakes resemble red dragons in large cat-like bodies. They are incredibly aggressive, strong, and vicious, pouncing savagely on prey. Those hardy enough to survive the initial attack have their bodies locked by the drake's bite and are violently ripped to shreds like ragdolls by its brutal worrying.

Although extremely difficult to control and prone to bursts of anger, they are sometimes used as mounts by humanoid champions of Tiamat.



Rage Drake

Large Dragon, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +4
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Brutal Critical. The drake rolls one additional weapon damage die when determining extra damage for a critical hit with a melee attack.

Keen Smell. The drake has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the drake moves at least 30 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks. It can use Worry in place of its Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage or 17 (2d8 + 8) piercing damage while raging. If the target is Large or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the drake can't use its bite on another target.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage or 11 (1d6 + 8) slashing damage while raging.

Worry. A creature the drake is grappling must make a DC 17 Constitution saving throw. On a failed save, the creature takes 15 (2d8 + 6) slashing damage and is stunned until the end of the drake's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Bonus Actions

Rage (Recharges after a Short or Long Rest). The drake enters a rage. The rage lasts for 1 minute or until the drake is incapacitated. While raging, the drake gains the following benefits:

- The drake has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the drake gains a +2 bonus to the damage roll (already included in the attack).
- The drake has resistance to bludgeoning, piercing, and slashing damage.

STONE DRAKE

Large Dragon, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 115 (10d10 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	4 (-3)	10 (+0)	7 (-2)

Skills Athletics +8, Perception +3
Damage Immunities poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Ambusher. The drake has advantage on attack rolls against any creature it has surprised.

Perfect Climber. The drake has advantage on Strength (Athletics) checks made while climbing.

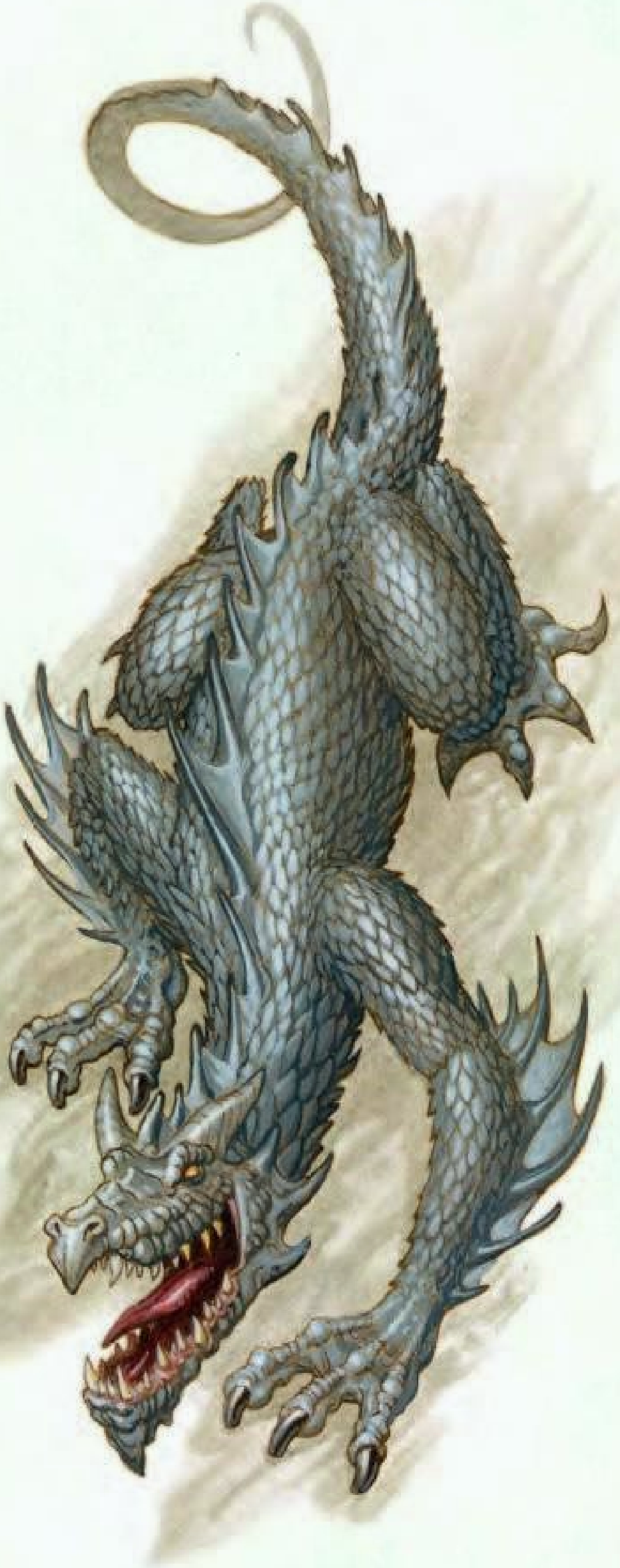
ACTIONS

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Acid Breath (Recharge 5–6). The drake exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) acid damage. If the saving throw fails by 5 or more, its armor also takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed. On a successful save, the target takes half as much damage.



STONE DRAKE

Stone drakes mark their territories on hills and mountains, perfectly camouflaged within their rocky regions. These drakes are expert ambushers and can swiftly move from one crevice to another without exposing their presence. When faced against overwhelming odds or a tough foe, they use their powerful breath weapon - an acid breath so extremely potent that it can melt through a victim's armor.

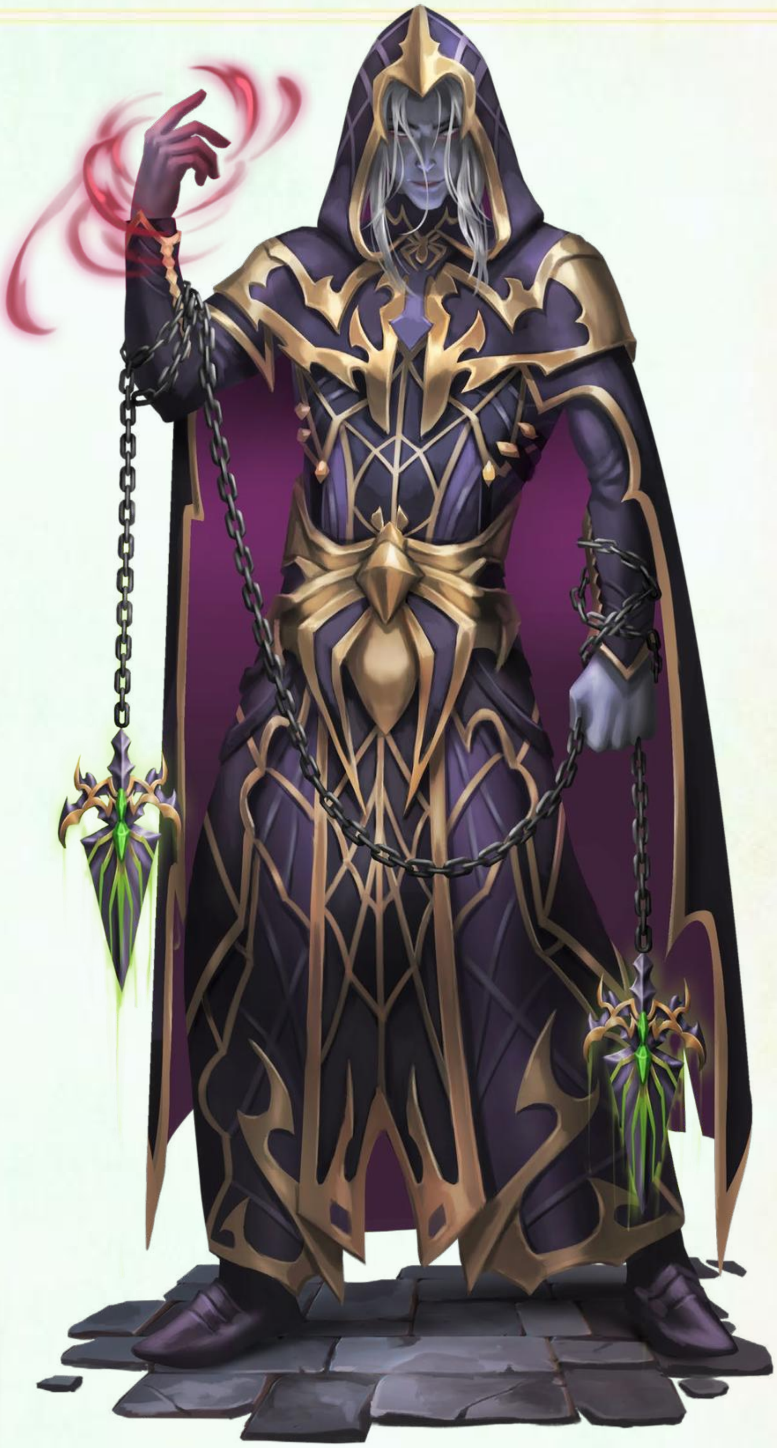
Warlords and powerful spellcasters that are able to speak draconic can tame stone drakes and utilize them to protect their castles and dungeons from intruders.

DROW

DROW ARCANE KNIGHT

Drow arcane knights are remarkable magic-using warriors. They are dangerous adversaries, able to attack three times with their poisoned spiked chains. In addition, they have the ability to heighten the potency of their spells or instantly cast a spell after performing a series of attacks.

Drow arcane knights usually serve drow in high positions, such as matriarchs, high priestesses, and house wizards as guards.



DROW ARCANE KNIGHT

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Con +5, Cha +6
Skills Arcana +4, Perception +4, Stealth +7
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drow makes two Spiked Chain attacks or uses Elemental Bolt twice

Spiked Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) poison damage.

Elemental Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. Hit: 12 (2d8 + 3) acid, cold, fire, or lightning (drow's choice) damage.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights, minor illusion, prestidigitation, true strike*
2/day each: *mirror image, thunderwave*
1/day each: *banishment, darkness, dimension door, dispel magic, faerie fire, greater invisibility, levitate* (self only)*, lightning bolt*

BONUS ACTIONS

Heightened Spell (2/Day). When the drow casts a spell that forces a creature to make a saving throw to resist the spell's effects, the drow gives one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell (2/Day). The drow uses Spellcasting.

REACTIONS

Counterspell (1/Day). The drow casts *counterspell* using Charisma as the spellcasting ability.

Shield (2/Day). The drow casts *shield* using Charisma as the spellcasting ability.

DROW DARK SNIPER

Drow dark snipers are expert marksmen who use the shadows of the Underdark as their cover. Skilled with the use of the longbow and hand crossbow, they can pick off unwary targets with ease without getting noticed. Dark snipers are also excellent melee fighters, often choosing to carry a shortsword with them in case an opponent gets too close.

DROW DARK SNIPER

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7, Stealth +10
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sharpshooter. The drow's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the drow's ranged weapon attack rolls.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drow makes two Shortsword attacks or two Longbow attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

BONUS ACTIONS

Stealthy. The drow can takes the Hide action.

Steady Aim (3/Day). The drow takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the drow deals an extra 10 (3d6) damage with each of its ranged weapon attacks against the target.

DROW HOUSE WIZARD

The house wizard is, usually, the most powerful arcane spellcaster in a drow house, a position usually held by a male who is in a good position with the house matriarch. His tasks normally include arcane research, training of potential wizards, supplying arcane scrolls and magic items, providing magical defenses and scrying, and leading artillery support during times of war.

DROW HOUSE WIZARD

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	13 (+1)	15 (+2)

Saving Throws Int +9, Wis +5
Skills Arcana +13, History +13, Nature +13, Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Undercommon
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drow makes three Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 21 (3d10 + 5) force damage.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *dancing lights, mage hand, message, minor illusion, prestidigitation*
2/day each: *mage armor, invisibility, lightning bolt*
1/day each: *banishment, cloudkill, darkness, delayed blast fireball, dimension door, disintegrate, dispel magic, faerie fire, levitate* (self only), *greater invisibility, telekinesis*

Summon Demon (1/Day). The drow magically summons a **shadow demon**, or attempts to summon a **vrock** with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

BONUS ACTIONS

Misty Step (2/Day). The drow casts *misty step* using Intelligence as the spellcasting ability.

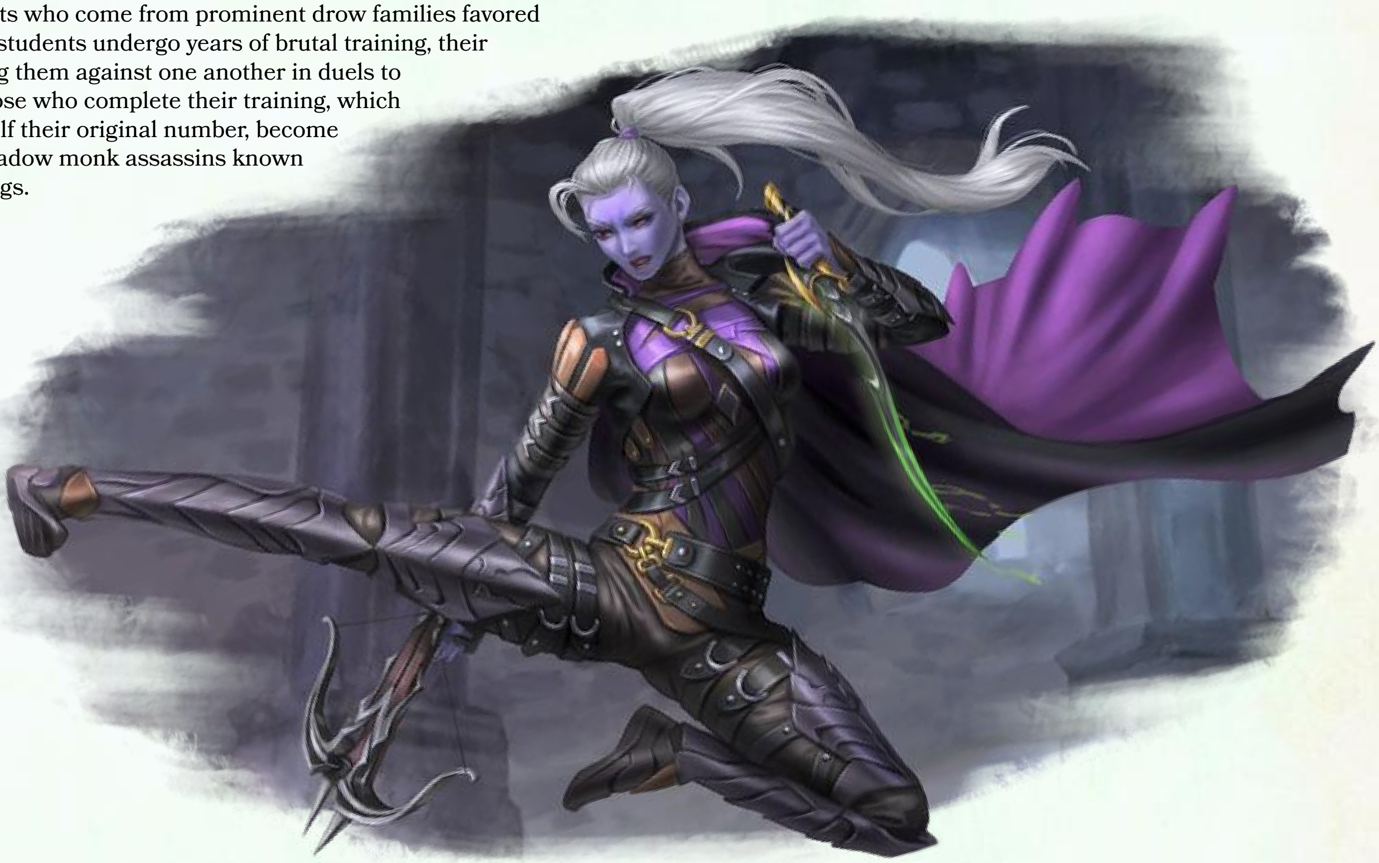
REACTIONS

Counterspell (1/Day). The drow casts *counterspell* using Intelligence as the spellcasting ability.

Shield (2/Day). The drow casts *shield* using Intelligence as the spellcasting ability.

Drow Lolth's Sting

In some drow societies there is a martial arts training school known as the Order of the Spider Queen. The school only accepts female students who come from prominent drow families favored by Lolth. The students undergo years of brutal training, their masters pitting them against one another in duels to the death. Those who complete their training, which is less than half their original number, become formidable shadow monk assassins known as Lolth's Stings.



Drow Lolth's Sting

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 16
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +5, Wis +5
Skills Perception +5, Stealth +7
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Undercommon
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sneak Attack (1/Turn). The drow deals an extra 10 (3d6) damage when the drow hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

Stunning Strike (3/Day). Once per turn, when the drow hits a creature with an Unarmed Strike attack, it can force the creature to make a DC 13 Constitution saving throw or be stunned until the end of the drow's next turn.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unarmored Defense. While the drow is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The drow makes two Shortsword attacks and one Unarmed Strike.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 7 (2d6) poison damage.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

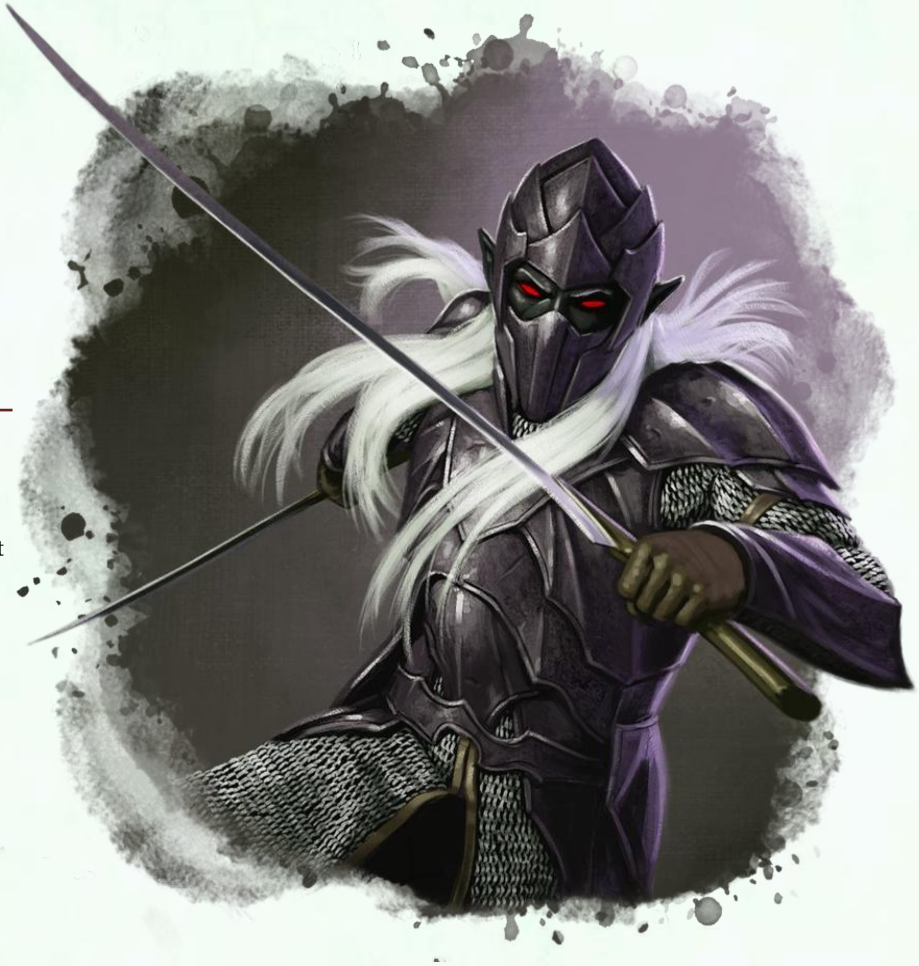
Bonus Actions

Cunning Action. The drow takes the Dash, Disengage, or Hide action.

Shadow Step. While in dim light or darkness, the drow teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.

Drow Soldier

Drow soldiers, usually male, are the foundation of any drow army. Trained for combat and sworn to servitude since childhood, drow soldiers exhibit their discipline and combat mastery with perfect and unbreakable phalanx formations.



Drow Soldier

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 15 (studded leather)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +7
Senses darkvision 120 ft., passive Perception 12
Languages Elvish, Undercommon
Challenge 1 (200 XP) **Proficiency Bonus** +2

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes one Rapier attack and one Shortsword attack.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

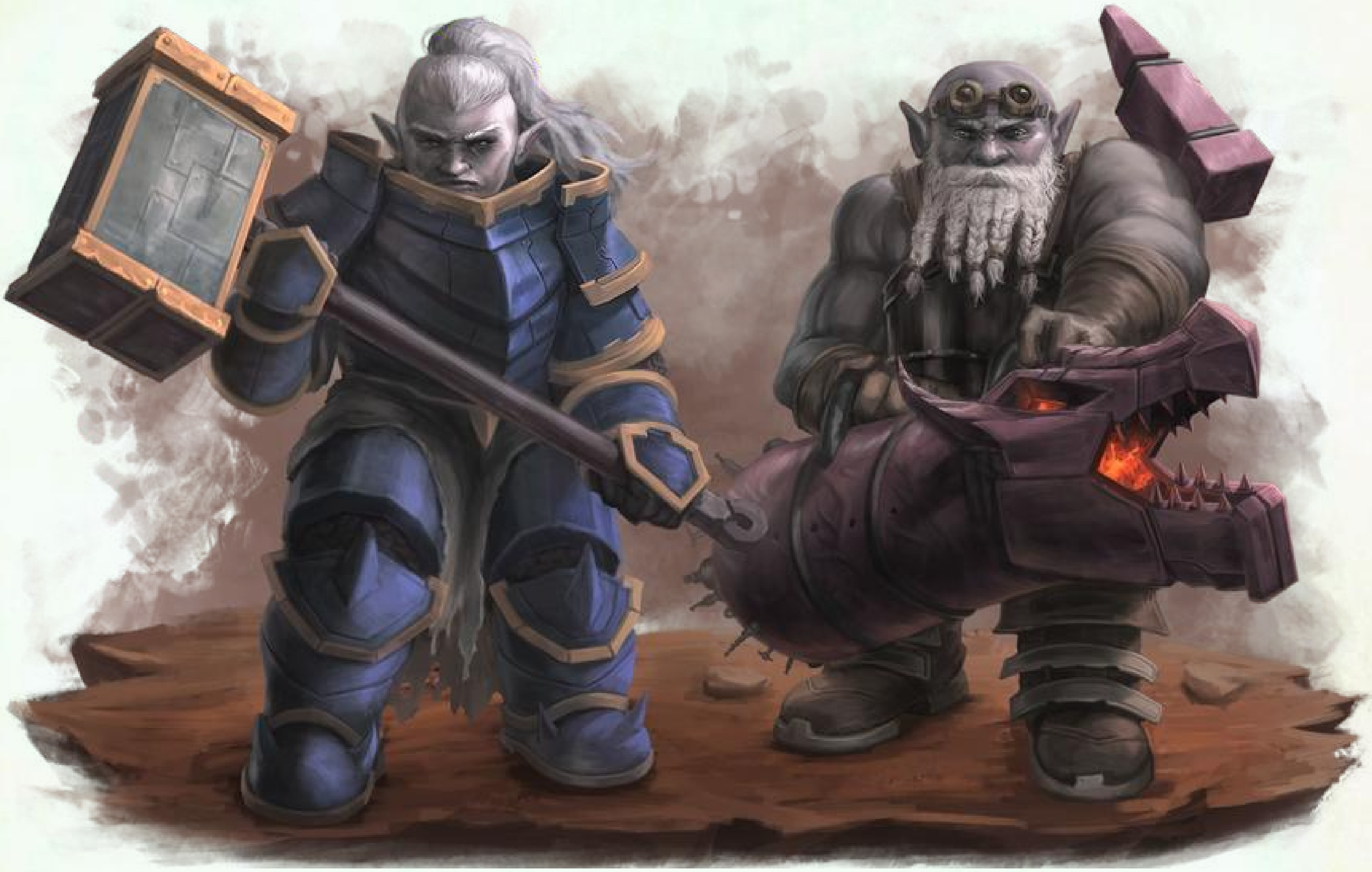
Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *dancing lights*
1/day each: *darkness, faerie fire*

Reactions

Parry. The drow adds 2 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.



DUERGAR

DUERGAR BATTLE SMITH

A duergar battle smith is an artificer who can create and command constructs, known as iron defenders, in battle. The iron defender would often resemble a mechanical spider that can inject poison with its bite. Together, the battle smith and iron defender form a potent team that can prove challenging to a low level party of adventurers.

DUERGAR BOMBARDIER

Duergar bombardiers are artificers that use long range cannons, capable of raining death and destruction from a great distance.

DUERGAR HEAVY SNIPER

Duergar heavy snipers are experts at the use of the heavy crossbow, which is evident in the speed that they demonstrate when reloading what others may regard as a slow and cumbersome weapon. Excellent sharpshooters, heavy snipers can kill targets with just one shot from greater distances, even when the targets are partially hidden by cover.

DUERGAR INQUISITOR

The inquisitor is a wicked unholy warrior fiercely loyal to the worship of Laduguer. It is always on the hunt for other dwarven subraces and worshipers of the Morndinsamman. Armed with a vicious flail, the inquisitor strides through the Underdark while emanating a frightening aura of judgement – a veritable symbol of fear among its enemies and brethren alike.

DUERGAR SERGEANT

Duergar sergeants are squad leaders and intelligent tacticians in battle. They often arm themselves with heavy armor while carrying a sharp war pick and a selection of javelins. These duergar have strong commanding presence enough to maneuver allies in the battlefield. A phalanx formation led by a duergar sergeant is thought to be unbreakable, moving in a synchronized and almost mechanical manner, giving no room for attackers to strike.

DUERGAR SLAVEMASTER

Slave masters lead and control slaves that the duergar acquire in their raids or from slave-trading drows. These vicious duergar use a combination of their flails and whips to punish and prod humans, orcs, kobolds, and any other wretched creature into hard labor or forced battles. While sergeants and other leaders use their commanding presence to maneuver allies in combat, slave masters use pain and punishment to force slaves to do their bidding, often ending up as fodder in battle.

Duergar Battle Smith

Medium Humanoid (Dwarf), Typically Lawful Evil

Armor Class 15 (scale mail)
Hit Points 78 (12d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	18 (+4)	10 (+0)	9 (-1)

Skills Perception +2
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages Dwarvish, Undercommon
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Battle Ready. The duergar uses its Intelligence modifier, instead of its Strength or Dexterity, for the attack and damage rolls when attacking with a weapon (included in the attacks).

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar makes two Maul attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Summon Iron Defender (Recharges after a Long Rest). The duergar summons its mechanical companion. In combat, the iron defender shares the duergar's initiative count, but it takes its turn immediately after the duergar. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless the duergar used Command Iron Defender this turn.

Spellcasting. The duergar casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks). It has the following artificer spells prepared:

At will: *fire bolt* (3d10)*, mending, message*
1/day each: *conjure barrage, haste, heroism*

Bonus Actions

Branding Smite (3/Day). Immediately after the duergar hits a target with an attack roll, the duergar deals an extra 7 (2d6) radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible for 1 minute.

Command Iron Defender. The duergar targets the iron defender it summoned and it can see within 60 feet of it. If the target can see or hear the duergar, the target can use its reaction to make a melee weapon attack, or take the Dash, Disengage, Help, or Repair action.

Reactions

Protective Shield (3/Day). When the duergar is hit by an attack roll, the duergar gains a +5 bonus to its AC until the start of the its next turn, which can cause the triggering attack roll to miss.

Duergar Battle Smith's Iron Defender (Spider Form)

Medium Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 50
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Perception +2
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Spider Climb. The iron defender can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vigilant. The iron defender can't be surprised.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 5 (2d4) poison damage.

Repair (3/Day). The magical mechanisms inside the iron defender restore 2d8 + 2 hit points to itself or to one construct or object within 5 feet of it.

Reactions

Defensive Pounce. The iron defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the iron defender.

Duergar Bombardier

Medium Humanoid (Dwarf), Typically Lawful Evil

Armor Class 16 (breastplate)
Hit Points 60 (11d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	9 (-1)

Skills Perception +2
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages Dwarvish, Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Light Hammer. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, or 7 (2d4 + 2) bludgeoning damage while enlarged, plus 9 (2d8) force damage.

Arcane Bombard (Recharge 4–6).The duergar fires from its cannon an arcane shell at a point it can see within 150 feet of it. The arcane shell explodes upon impact, creating a blast wave. Each creature in a 15-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a target takes 35 (10d6) force damage and is knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone. The duergar must immediately make a DC 11 Constitution saving throw or be incapacitated until the end of its next turn. If the duergar is enlarged, it has advantage on the saving throw.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Spellcasting. The duergar casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage hand, mending, prestidigitation*
2/day each: *shatter, thunderwave*

Reactions

Protective Shield (3/Day). When the duergar is hit by an attack roll, the duergar gains a +5 bonus to its AC until the start of the its next turn, which can cause the triggering attack roll to miss.

Duergar Heavy Sniper

Medium Humanoid (Dwarf), Typically Lawful Evil

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	9 (-1)

Skills Perception +5
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 15
Languages Dwarvish, Undercommon
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Quick Loader. The duergar ignores the loading quality of crossbows.

Sharpshooter. The duergar's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the duergar's ranged weapon attack rolls.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar makes two Shortsword attacks or two Heavy Crossbow attacks.

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Bonus Actions

Steady Aim (3/Day). The duergar takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the duergar deals an extra 10 (3d6) damage with its ranged weapon attack against the target.

Duergar Inquisitor

Medium Humanoid (Dwarf), Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 97 (15d8 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Wis +4, Cha +5
Skills Intimidation +5, Perception +4
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 14
Languages Dwarvish, Undercommon
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Judgement. A creature hostile to the duergar that is within 10 feet of the duergar has disadvantage on saving throws against being frightened, provided that the duergar isn't incapacitated.

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar makes two Flail attacks and uses Enlarge if it is available. Alternatively, it can make one Flail attack and use Spellcasting.

Flail. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage while enlarged, plus 9 (2d8) psychic damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage plus 9 (2d8) psychic damage.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

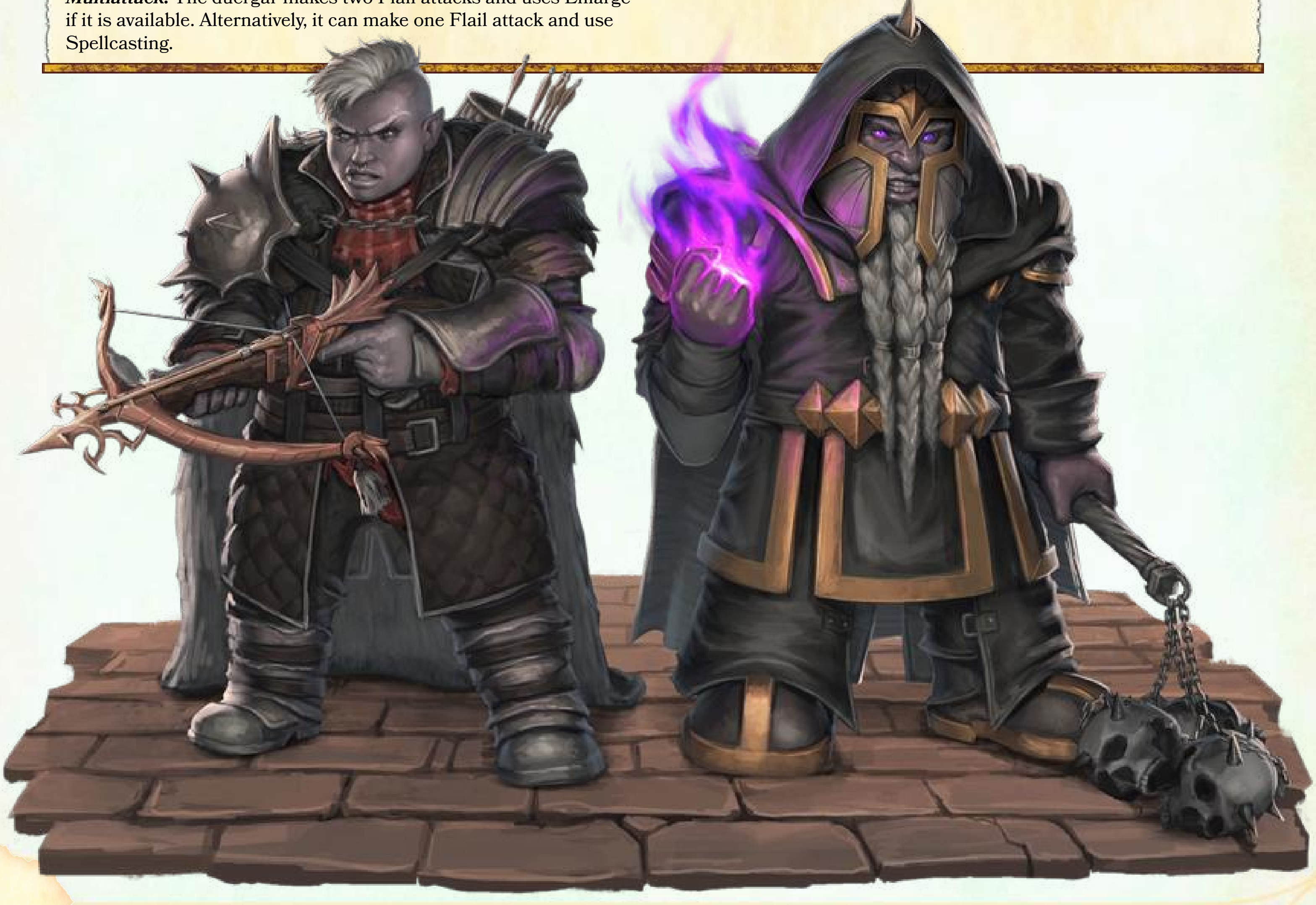
Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Spellcasting. The duergar casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

2/day each: *command, fear, hold person*

Bonus Actions

Smite. Immediately after the duergar hits a target with an attack roll, the duergar deals an extra 7 (2d6) psychic damage to the target and forces the target to make a DC 13 Wisdom saving throw or the target is frightened of the duergar until the end of the duergar's next turn.



Duergar Sergeant

Medium Humanoid (Dwarf), Typically Lawful Evil

Armor Class 16 (scale mail, shield)
Hit Points 32 (5d8 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar makes two War Pick or Javelin attacks. It can use Command in place of one of these attacks.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Command. The duergar targets one ally it can see within 30 feet of it. If the target can see and hear the duergar, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the duergar that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Slavemaster

Medium Humanoid (Dwarf), Typically Lawful Evil

Armor Class 16 (chain mail)
Hit Points 71 (11d8 + 22)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Skills Intimidation +3, Perception +2
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages Dwarvish, Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar uses Enlarge if it is available. It then makes one Flail attack and one Whip attack.

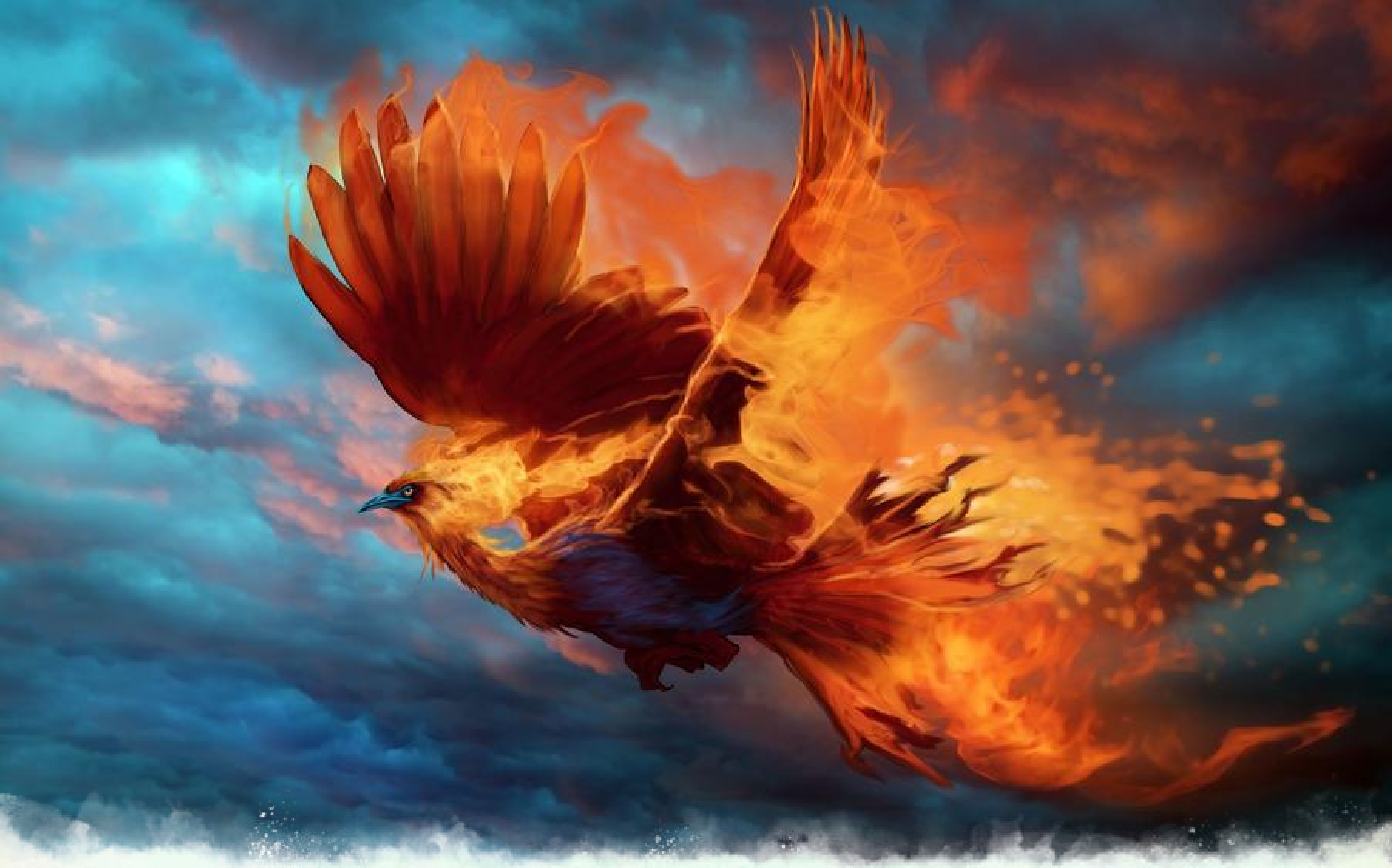
Flail. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage while enlarged, plus 4 (1d8) psychic damage.

Whip. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, or 8 (2d4 + 3) slashing damage while enlarged and the target has disadvantage on attack rolls until the end of the duergar's next turn.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the duergar can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 4 (1d8) psychic damage and can add a d10 to its roll provided it can understand the duergar. A creature can benefit from only one Ruthless Command die at a time. This effect ends if the duergar is incapacitated.



ELEMENTALS, ELDER

When pure elemental energies converge, a new elemental is created. This occasion, however, is extremely rare and only happen during catastrophic events that involve the elements. There are some situations, like that of the phoenix, where an elemental is reborn into a new body when its current one is weakened. Many theories other than the ones above persists, yet we will never know how these mysterious and powerful elementals came to be. One thing is for sure, young versions of elder elementals are more likelier to be encountered in their home planes than the older ones.

YOUNG LEVIATHAN

Young leviathans retain the same shape as their elder counterparts, albeit a tad smaller and less powerful. These massive serpent-like creatures roam the deepest seas, protecting its subjects. In its true form, a young leviathan can crush sea fortresses with its blows and sink battleships with a massive tidal wave. Fortunately, young leviathans are rarely encountered, and only a fool-hardy simpleton would dare provoke it.

YOUNG PHOENIX

When a phoenix dies, or when it sees its powers dim, it can choose to die and be reborn anew. The young phoenix partially retains the wisdom of its former self, and gains a hot-headed temperament, eager to try its new-born powers in the world.

YOUNG TEMPEST

Young tempests are born of the most powerful lightning storms, forming their serpent-like body alongside their "parent" until they are whole. Like their adult brethren, young tempests are temperamental, and are prone to unleashing torrential rains and punishing winds across all land it passes through.

YOUNG ZARATAN

Zaratans are born from earthquakes and are about the size of a small hill when young. These dim-witted elementals only concern themselves with food, moving slowly across the terrain in search of the best territory. Young zaratans are normally overlooked since their carapace resemble the earth, complete with various types of flora. They are, however, very territorial and when provoked, can induce earthquakes and spew various debris from its mouth.

Young Leviathan

Huge Elemental, Typically Neutral

Armor Class 16
Hit Points 162 (12d12 + 84)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	2 (-4)	14 (+2)	15 (+2)

Saving Throws Wis +6, Cha +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Partial Freeze. If the leviathan takes 30 cold damage or more during a single turn, the leviathan partially freezes; until the end of its next turn, its speeds are reduced to 20 feet, and it makes attack rolls with disadvantage.

Siege Monster. The leviathan deals double damage to objects and structures (included in Tidal Wave).

Water Form. The leviathan can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The leviathan makes one Slam attack and one Tail attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 4 (1d8) acid damage.

Tail. *Melee Weapon Attack:* + 11 to hit, reach 15 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage plus 4 (1d8) acid damage.

Tidal Wave (Recharge 6). The leviathan magically creates a wave of water that extends from a point it can see within 120 feet of itself. The wave is up to 250 feet long, up to 250 feet tall, and up to 50 feet wide. Each creature in the wave must make a DC 19 Strength saving throw. On a failed save, a creature takes 22 (4d10) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 250 feet of it, and then it vanishes.

Legendary Actions

The leviathan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leviathan regains spent legendary actions at the start of its turn.

Move. The leviathan moves up to its speed.
Slam (Costs 2 Actions). The leviathan makes one Slam attack.

Young Phoenix

Huge Elemental, Typically Neutral

Armor Class 17
Hit Points 100 (8d12 + 48)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	22 (+6)	2 (-4)	17 (+3)	16 (+3)

Saving Throws Wis +7, Cha +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fiery Death and Rebirth. When the phoenix dies, it explodes. Each creature within 40 feet of it must make a DC 18 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't worn or carried.

The explosion destroys the phoenix's body and leaves behind an egg-shaped cinder that weighs 5 pounds. The cinder is blazing hot, dealing 21 (6d6) fire damage to any creature that touches it, though no more than once per round. The cinder is immune to all damage, and after 1d6 days, it hatches a new phoenix.

Fire Form. The phoenix can move through a space as narrow as 1 inch wide without squeezing. Any creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage. In addition, the phoenix can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d8) fire damage. With a touch, the phoenix can also ignite flammable objects that aren't worn or carried (no action required).

Flyby. The phoenix doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The phoenix sheds bright light in a 40-foot radius and dim light for an additional 20 feet.

Siege Monster. The phoenix deals double damage to objects and structures.

Actions

Multiattack. The phoenix makes one Beak attack and one Fiery Talons attack.

Beak. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns.

Fiery Talons. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) fire damage.

Legendary Actions

The phoenix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The phoenix regains spent legendary actions at the start of its turn.

Peck. The phoenix makes one Beak attack.
Move. The phoenix moves up to its speed.
Swoop (Costs 2 Actions). The phoenix moves up to its speed and attacks with its Fiery Talons.

Young Tempest

Huge Elemental, Typically Neutral

Armor Class 17
Hit Points 138 (12d12 + 60)
Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	21 (+5)	2 (-4)	17 (+3)	16 (+3)

Saving Throws Wis +8, Cha +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Air Form. The tempest can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flyby. The tempest doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Living Storm. The tempest is always at the center of a storm ld6 + 4 miles in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Siege Monster. The tempest deals double damage to objects and structures.

Actions

Multiattack. The tempest makes two Thunderous Slam attacks.

Thunderous Slam. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) thunder damage.

Lightning Storm (Recharge 6). All other creatures within 80 feet of the tempest must each make a DC 18 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Legendary Actions

The tempest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tempest regains spent legendary actions at the start of its turn.

Move. The tempest moves up to its speed.
Lightning Strike (Costs 2 Actions). The tempest can cause a bolt of lightning to strike a point on the ground anywhere under its storm. Each creature within 5 feet of that point must make a DC 18 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

Young Zaratan

Huge Elemental, Typically Neutral

Armor Class 20 (natural armor)
Hit Points 162 (12d12 + 84)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	2 (-4)	17 (+3)	16 (+3)

Saving Throws Wis +7, Cha +7
Damage Vulnerabilities thunder
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Magic Weapons. The zaratan's weapon attacks are magical.

Siege Monster. The zaratan deals double damage to objects and structures.

Actions

Multiattack. The zaratan makes one Bite attack and one Stomp attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Spit Rock. *Ranged Weapon Attack:* +11 to hit, range 120 ft./240 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Spew Debris (Recharge 5–6). The zaratan exhales rocky debris in a 60-foot cube. Each creature in that area must make a DC 19 Dexterity saving throw. A creature takes 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is knocked prone.

Bonus Actions

Ground-Shaking Movement. After moving at least 10 feet on the ground, the zaratan can send a shock wave through the ground in a 60-foot-radius circle centered on its space. That area becomes difficult terrain for 1 minute. Each creature on the ground within the area that is concentrating must succeed on a DC 19 Constitution saving throw or the creature's concentration is broken.

Legendary Actions

The zaratan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zaratan regains spent legendary actions at the start of its turn.

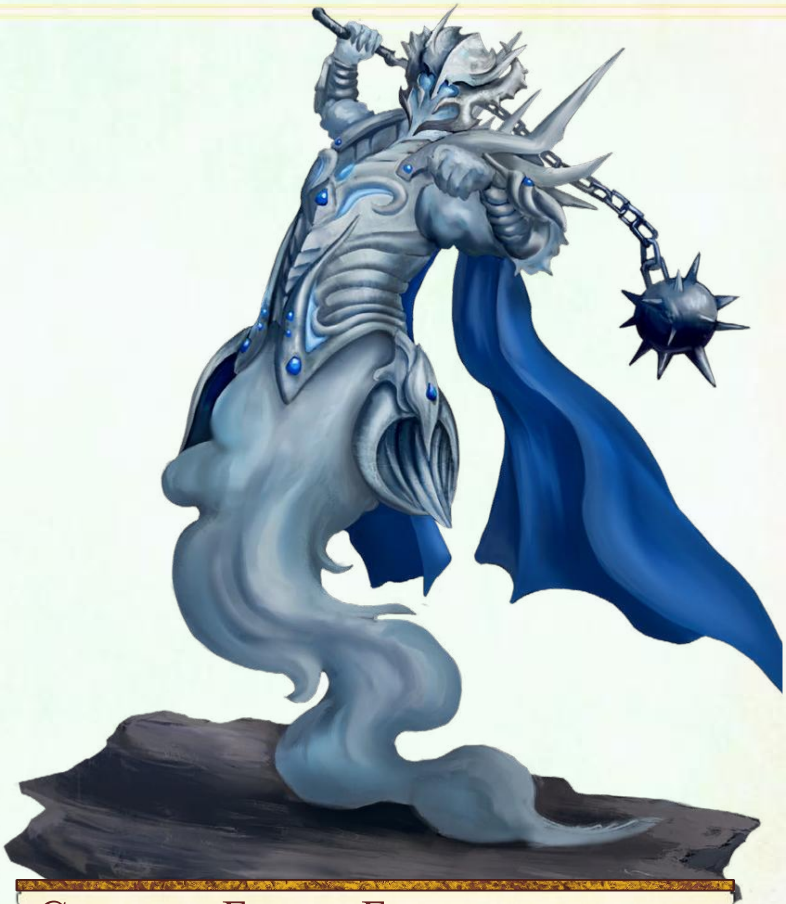
Stomp. The zaratan makes one Stomp attack.
Move. The zaratan moves up to its speed.
Spit (Costs 2 Actions). The zaratan uses Spit Rock.
Retract (Costs 2 Actions). The zaratan retracts into its shell. Until it takes its Emerge action, it has resistance to all damage, and it is restrained. The next time it takes a legendary action, it must take its Revitalize or Emerge action.
Revitalize (Costs 2 Actions). The zaratan can use this option only if it is retracted in its shell. It regains 32 (5d12) hit points. The next time it takes a legendary action, it must take its Emerge action.
Emerge (Costs 2 Actions). The zaratan emerges from its shell and uses Spit Rock. It can use this option only if it is retracted in its shell.

ELEMENTAL MYRMIDONS

ELEMENTAL MYRMIDON

Elemental Myrmidons were once free elementals summoned by powerful spellcasters and bound into magical plates of armor. While these elementals retain their intelligence, their free will have been erased, fully subservient to their masters that summoned them. Elemental myrmidons are neutral-aligned by nature, its alignment only shifting to good or evil depending on who or what summoned them. As they get older and absorb more energy, they get stronger and larger.

Presented below are more powerful variants of elemental myrmidons.



GREATER AIR ELEMENTAL MYRMIDON

Large Elemental, Typically Neutral

Armor Class 18 (plate)
Hit Points 209 (22d10 + 88)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	12 (+1)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Auran, one language of its creator's choice
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The myrmidon makes three Flail attacks. If available, it can use Whirlwind Blast in place of one of these attacks.

Flail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) force damage.

Lightning Strike (Recharge 5–6). The myrmidon makes one Flail attack. On a hit, the target takes an extra 22 (5d8) lightning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Whirlwind Blast (1/Day). The myrmidon unleashes violent winds in a 15-foot radius circle centered on its space. Each creature in the area other than the myrmidon must make a DC 18 Strength saving throw. On a failure, the target takes 15 (2d8 + 6) bludgeoning damage and is flung up to 10 feet away from the myrmidon in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes an extra 9 (1d6 + 6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

GREATER EARTH ELEMENTAL MYRMIDON

Large Elemental, Typically Neutral

Armor Class 18 (plate)
Hit Points 199 (21d10 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Terran, one language of its creator's choice
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

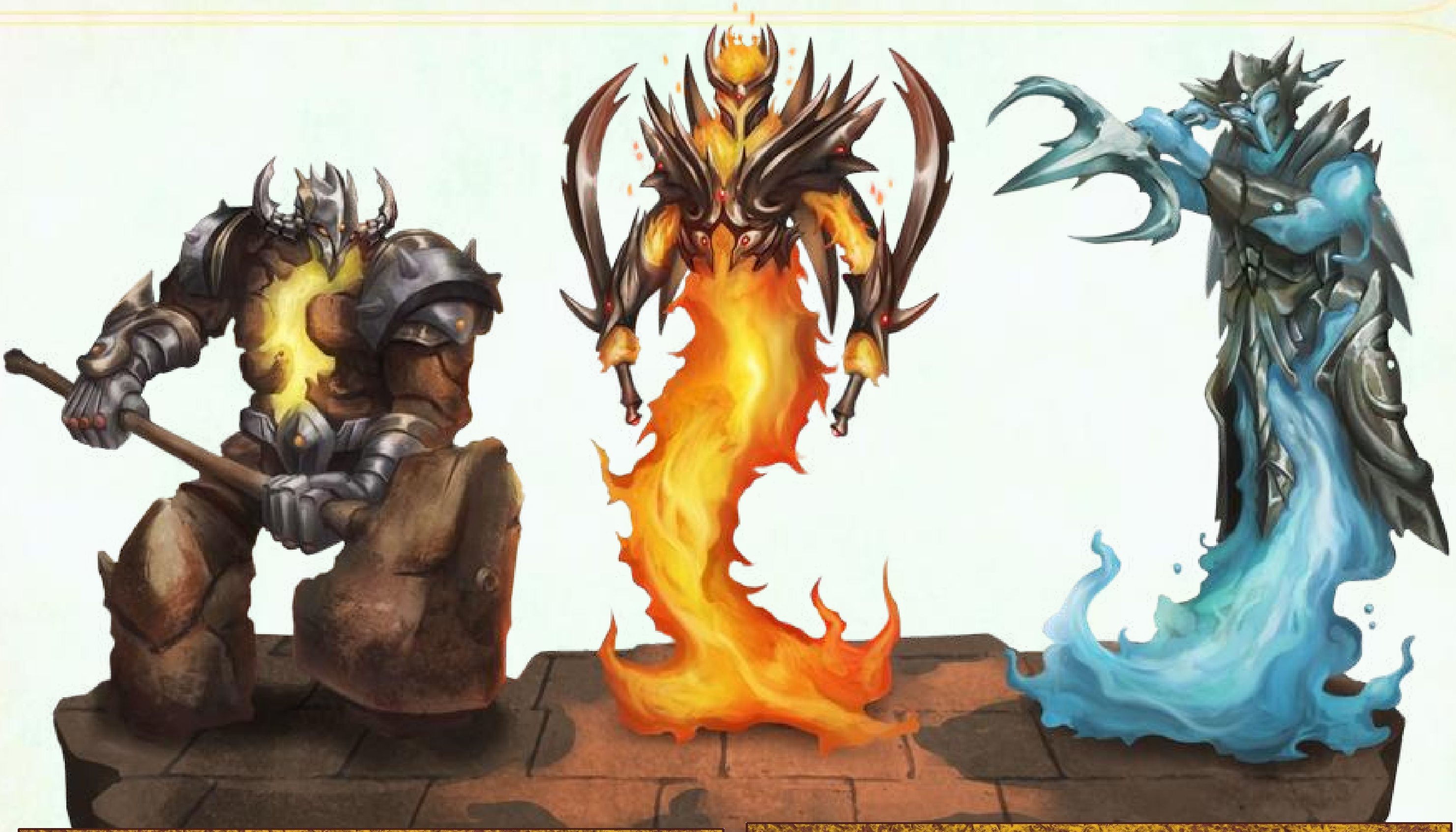
ACTIONS

Multiattack. The myrmidon makes two Maul attacks. If available, it can use Ground Smash in place of one of these attacks.

Maul. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) force damage.

Thunderous Strike (Recharge 5–6). The myrmidon makes one Maul attack. On a hit, the target takes an extra 22 (4d10) thunder damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Ground Smash (1/Day). The myrmidon slams the ground with its maul, causing an earth tremor in and pelting with rocks a 15-foot radius circle centered on its space. Each creature in the area other than the myrmidon must succeed on a DC 18 Strength saving throw, taking 22 (3d10 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.



GREATER FIRE ELEMENTAL MYRMIDON

Large Elemental, Typically Neutral

Armor Class 18 (plate)
Hit Points 218 (23d10 + 92)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Ignan, one language of its creator's choice
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

Heated Body. A creature that touches the myrmidon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Water Susceptibility. For every 5 feet the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack. The myrmidon makes three Scimitar attacks. If available, it can use Flame Scorch in place of one of these attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) force damage.

Fiery Strikes (Recharge 5–6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

Flame Scorch (1/Day). The myrmidon discharges flames in a 30-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.

GREATER WATER ELEMENTAL MYRMIDON

Large Elemental, Typically Neutral

Armor Class 18 (plate)
Hit Points 199 (21d10 + 84)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	9 (-1)	12 (+1)	12 (+1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Aquan, one language of its creator's choice
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

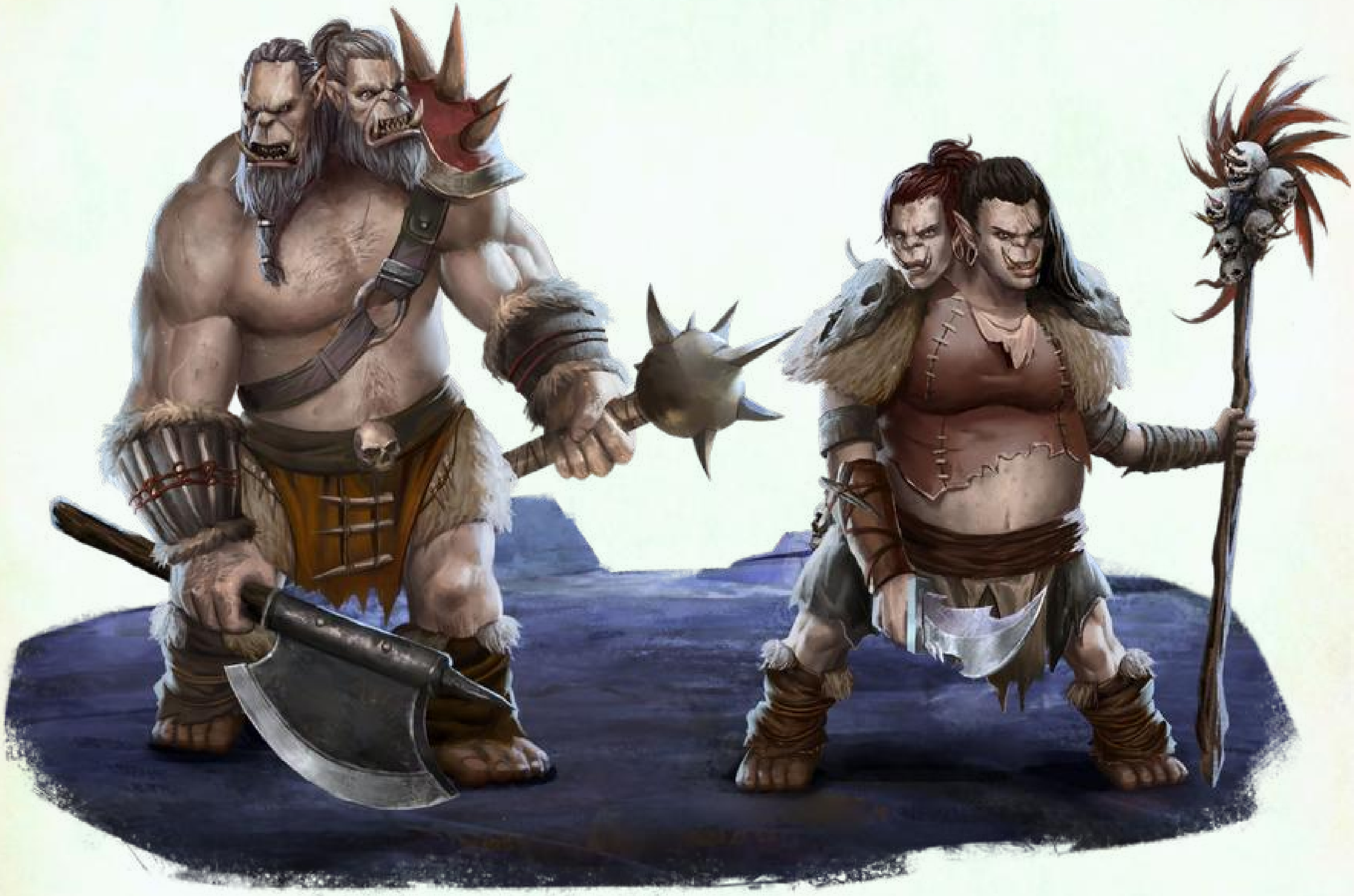
ACTIONS

Multiattack. The myrmidon makes three Trident attacks. If available, it can use Water Jet in place of one of these attacks.

Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) force damage, or 15 (2d8 + 6) force damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 5–6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

Water Jet (1/Day). The myrmidon magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, the target takes 17 (5d6) bludgeoning damage and, if it is Large or smaller, is pushed up to 15 feet away from the myrmidon and knocked prone. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone.



ETTINS

ETTIN BERSERKER

The ettin berserker is stronger and more aggressive than their normal kin. Orc tribes that manage to recruit an ettin berserker into their ranks use them to break their opponent's formations in combat. With excellent battlefield awareness, ettin berserkers are near-impossible to surprise and can attack simultaneously with their battleaxe and morningstar.

ETTIN BERSERKER

Large Giant, Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	10 (+0)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Giant, Orc
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Reckless. At the start of its turn, the ettin can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes one Battleaxe attack and one Morningstar attack.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Whirling Weapons (Recharge 5–6). The ettin moves up to its walking speed in a straight line and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw or take 15 (2d8 + 6) slashing damage and 15 (2d8 + 6) piercing damage.

ETTIN VANGUARD

Vanguards are strong, ferocious-looking armored ettin fighters that lead their allies into battle. They wade into melee without fear and ensure no foe gets past them.

ETTIN VANGUARD

Large Giant, Typically Chaotic Evil

Armor Class 14 (ring mail)
Hit Points 190 (20d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	6 (-2)	12 (+1)	10 (+0)

Skills Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Giant, Orc
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Threatening. Creatures provoke an opportunity attack from the ettin when they move 5 feet or more while within the ettin's reach, and if the ettin hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes one Battleaxe attack and one Morningstar attack.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage, and the target is marked until the end of the ettin's next turn. This effect ends early if the ettin is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the ettin, a creature marked by the ettin has disadvantage on any attack roll that doesn't target the ettin.

Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage, and the target is marked until the end of the ettin's next turn. This effect ends early if the ettin is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the ettin, a creature marked by the ettin has disadvantage on any attack roll that doesn't target the ettin.

BONUS ACTIONS

Punish the Marked. The ettin makes a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the ettin during the last turn. The ettin's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

ETTIN WITCH DOCTOR

An ettin witch doctor is a unique spellcaster that takes advantage of its dual heads. Each head can maintain concentration on a different spell at the same time, making the ettin a very dangerous opponent.

ETTIN WITCH DOCTOR

Large Giant, Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	6 (-2)	15 (+2)	10 (+0)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages Giant, Orc
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Two-Headed Battle Caster. The ettin can cast a spell in place of one of its melee weapon attacks. In addition, it can maintain concentration on up to two spells. If the ettin casts a third spell that requires concentration while already maintaining concentration on two other spells, one of the two previous spells ends (ettin's choice). If the ettin is required to make a Constitution saving throw to maintain concentration, it must make a separate saving throw for each spell.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes one Shortsword attack and one Quarterstaff attack. It can use Cursed Bolt or Spellcasting in place of one of these attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) bludgeoning damage.

Cursed Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the ettin’s next turn.

Spellcasting. The ettin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, mending, thaumaturgy*
2/day each: *bane, bestow curse, blindness/deafness*
1/day each: *banishment, spirit guardians, stoneskin*

FIRENEWTS

FIRENEWT WAR PRIEST OF IMIX

Blessed by Imix, the war priest is a high-level cleric specializing in divine warfare magic and often leads its kin into battle. As a gift from its deity, the war priest's red scales are always glowing faintly like embers. Fiery sparks bristle from the scales and claws of the war priest, and opponents find themselves the burning victims of its fiery rage after striking the war priest.

FIRENEWT ZEALOT

Devout worshipers of Imix, firenewt zealots are blessed with the ability to empower their attacks with divine fire. Armed with a flaming scimitar, the wild and aggressive zealots pose a definite threat on the battlefield.

FIRENEWT WAR PRIEST OF IMIX

Medium Humanoid (Firenewt), Typically Neutral Evil

Armor Class 17 (chain shirt, shield)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Damage Immunities fire
Senses passive Perception 13
Languages Draconic, Ignan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiattack. The firenewt makes two Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) fire damage.

Flame of Imix. The firenewt targets one creature within 60 feet of it and commands it to burn. The target must succeed on a DC 13 Wisdom saving throw. On a failed save, the creature takes 11 (2d10) fire damage and it catches on fire, taking 5 (1d10) fire damage at the end of each of its turns until a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage.

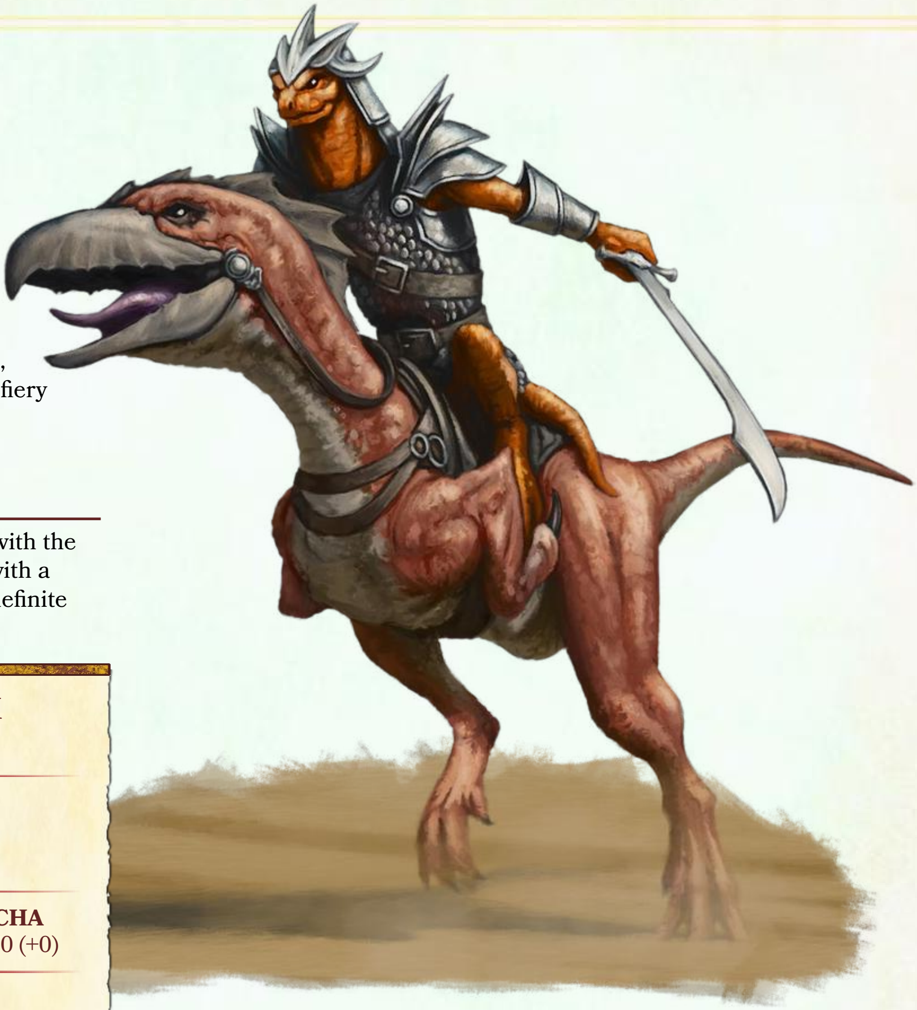
Fire Breath (Recharges after a Short or Long Rest). The firenewt exhales divine fire in a 15-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage and 9 (2d8) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The firenewt casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, resistance, thaumathurgy*
1/day each: *aid, cure wounds, heat metal, spirit guardians*

REACTIONS

Fiery Retribution (3/Day). When a creature within 5 feet of the firenewt hits the firenewt with an attack, and the firenewt can see the creature, the firenewt can force the creature to make a DC 13 Dexterity saving throw. The creature takes 9 (2d8) fire damage on a failed save, and half as much damage on a successful one.



FIRENEWT ZEALOT

Medium Humanoid (Firenewt), Typically Neutral Evil

Armor Class 17 (chain shirt, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Damage Immunities fire
Senses passive Perception 11
Languages Draconic, Ignan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiattack. The firenewt makes two Scimitar attacks.

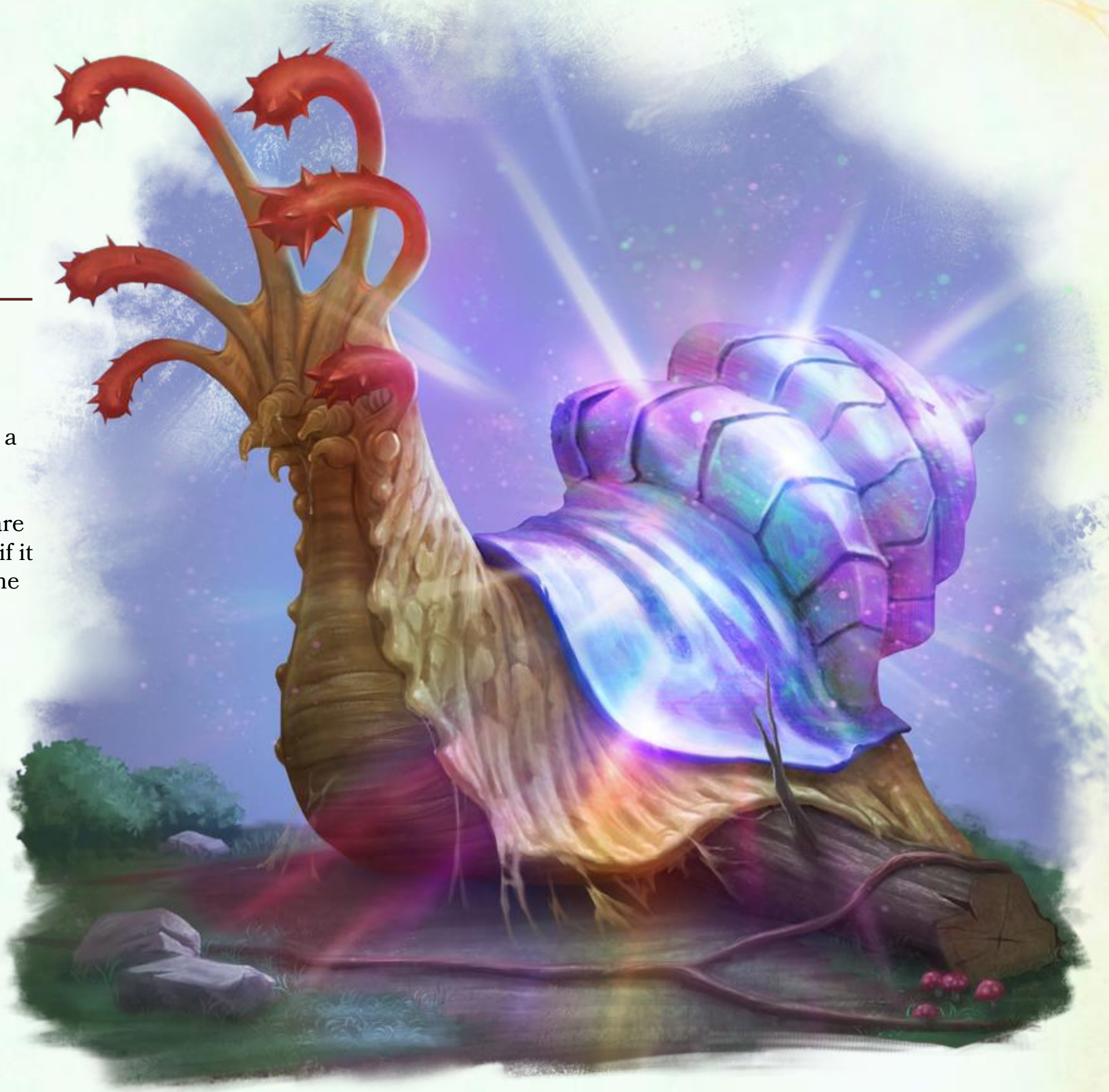
Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 12 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Divine Fury (Recharges after a Long Rest). The firenewt magically infuses its attacks with divine fire. For 1 minute, the first creature the firenewt hits on each of its turns with a weapon attack takes 7 (1d6 + 4) fire damage.

FLAIL SNAIL



MONSTROUS FLAIL SNAIL

A normal flail snail may grow to monstrous proportions if left alone to consume everything it comes across. The monstrous flail snail, which can grow three times the size of its kind, is a threat to hamlets and small towns that unfortunately happen to be in its path.

The monstrous flail snail's tentacles are so powerful that it can stun a creature if it is struck by it multiple times in the same turn.

MONSTROUS FLAIL SNAIL

Huge Elemental, Unaligned

Armor Class 17 (natural armor)
Hit Points 135 (10d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (-3)	24 (+7)	3 (-4)	12 (+1)	5 (-3)

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Antimagic Shell. The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll.

If the snail succeeds on its saving throw against a spell or a spell's attack roll misses it, the snail's shell converts some of the spell's energy into a burst of destructive force if the spell is of 1st level or higher; each creature within 30 feet of the snail must make a DC 18 Constitution saving throw, taking 7 (2d6) force damage per level of the spell on a failed save, or half as much damage on a successful one.

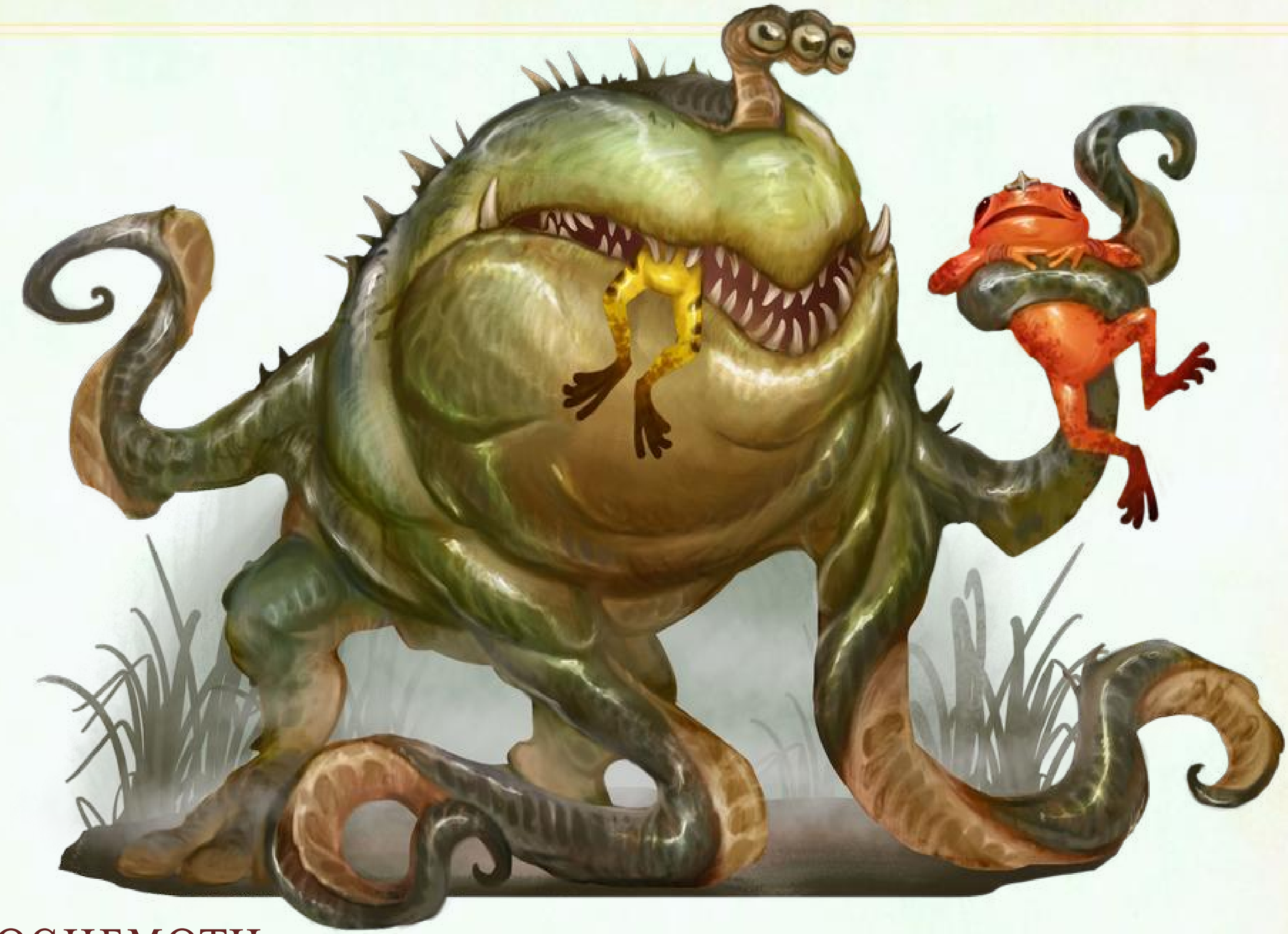
ACTIONS

Multiattack. The flail snail makes six Flail Tentacle attacks. If a target is hit at least three times by Flail Tentacle attacks in the same turn, it must make a DC 16 Constitution saving throw or be stunned until the end of the flail snail's next turn.

Flail Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Scintillating Shell (Recharges 6). The flail snail's shell emits dazzling, colored light until the end of the flail snail's next turn. During this time, the shell sheds bright light in a 40-foot radius and dim light for an additional 40 feet, and creatures that can see the flail snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the flail snail when this power is activated must succeed on a DC 18 Wisdom saving throw or be stunned until the light ends.

Shell Defense. The flail snail withdraws into its shell. Until it emerges, it gains a +6 bonus to its AC and is restrained. It can emerge from its shell as a bonus action on its turn.



FROGHEMOTH

YOUNG FROGHEMOTH

It is not uncommon to find a young froghemoth being treated as a god by bullywugs, which they considered as an avatar of Ramenos. A young froghemoth looks like its more mature kin, but is significantly smaller, enabling the bullywugs to 'tame' them by feeding them animals and humanoids they've captured. These young froghemoths are still quite dangerous though, and will occasionally swallow a bullywug, or pretty much anything, that wanders to close to their maws.

FROGHEMOTH, YOUNG

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Con +6, Wis +3
Skills Perception +6, Stealth +4
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers two effects until the end of its next turn: its speed is halved, and it has disadvantage on Dexterity saving throws.

ACTIONS

Multiattack. The froghemoth makes one Bite attack and two Tentacle attacks, and it can use Tongue.

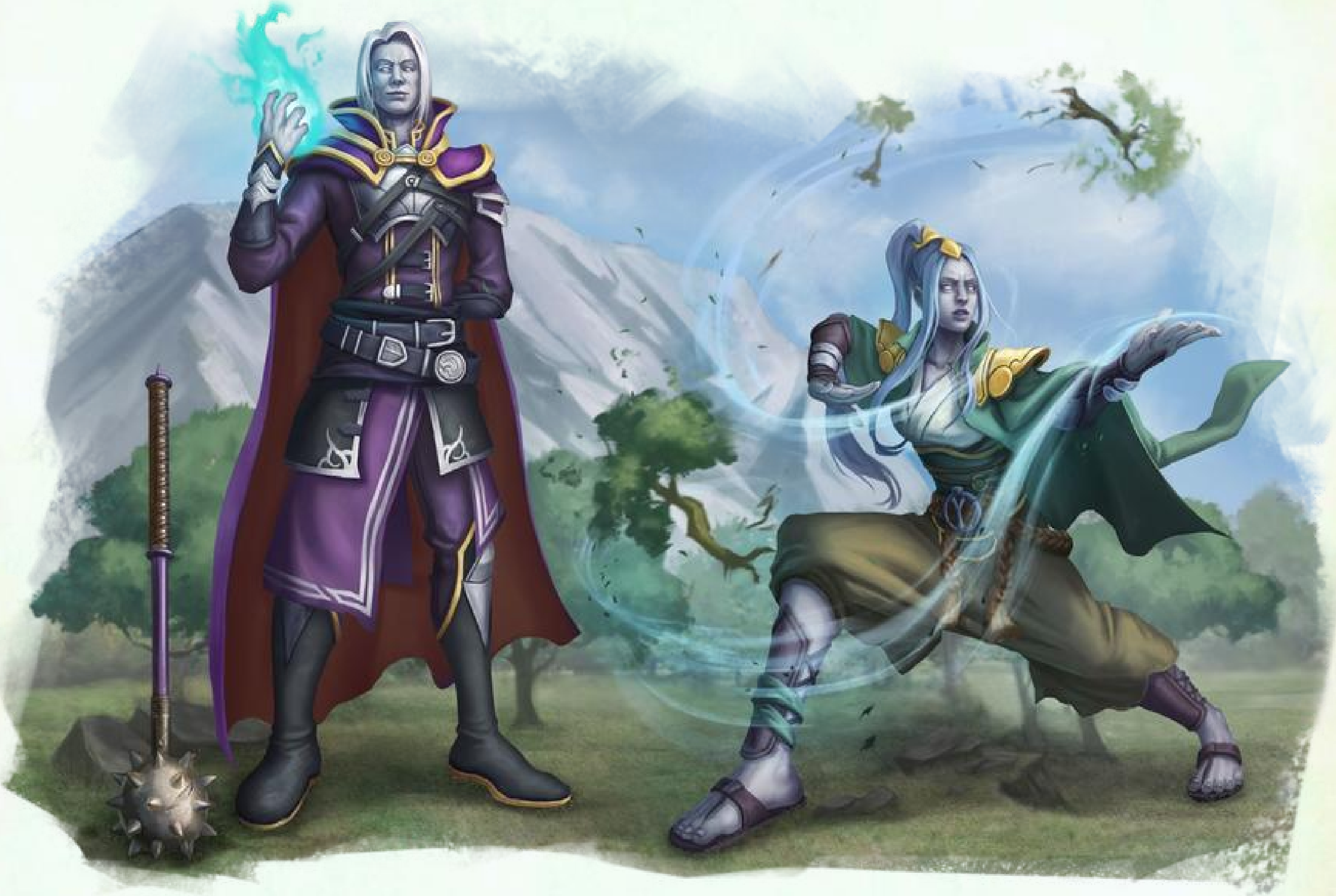
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target is swallowed if it is a Small or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 7 (2d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 10 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Tongue. The froghemoth targets one Small or smaller creature that it can see within 15 feet of it. The target must make a DC 15 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth.

Giants



Cloud Giant Mastermind

Huge Giant, Typically Neutral Good (50%) or Neutral Evil (50%)

Armor Class 15 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Con +11, Dex +6, Wis +8, Cha +8
Skills Deception +8, Insight +8, Perception +8, Stealth +6
Senses passive Perception 18
Languages Common, Giant
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Cunning Presence. An ally that starts is turn within 30 feet of this giant and can see and hear this giant can take the Dash, Disengage, or Hide action as a bonus action, provided the giant isn't incapacitated.

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The giant makes two Morningstar attacks.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. The attack deals an extra 17 (5d6) damage if the giant has advantage on the attack roll.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 17 (5d6) damage if the giant has advantage on the attack roll.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect magic, fog cloud, light*
3/day each: *fly, telekinesis*
1/day each: *control weather, gaseous form*

Bonus Actions

Cunning Action. The giant takes the Dash, Disengage, or Hide action.

Cunning Insight (Recharge 5–6). The giant chooses a target it can see within 30 feet of it. The giant and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the giant. These effects last until the start of the giant's next turn.

Misty Step (3/Day). The giant casts *misty step* using Charisma as the spellcasting ability.

Reactions

Featherfall (3/Day). The giant casts *featherfall* using Charisma as the spellcasting ability.

Misdirection. When the giant is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

Cloud Giant Mastermind

When brutish giants, such as hill giants and frost giants, that normally only make random raids suddenly show signs of coordinated and strategic attacks, it is very likely a cloud giant mastermind is behind it. Scheming and always working behind ths shadows, a cloud giant mastermind uses guile, strategy, and adaptability as its foremost weapons. Very rarely will it make its presence known, but if it does come out to the open, it is to claim its goal.

Cloud Giant Wind Disciple

Huge Giant, Typically Neutral Good (50%) or Neutral Evil (50%)

Armor Class 16 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Con +10, Dex +7, Wis +8, Cha +8
Skills Acrobatics +7, Athletics +12, Insight +8, Perception +8
Senses passive Perception 18
Languages Common, Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Stunning Strike (3/Day). Once per turn, when the giant hits a creature with a melee weapon attack, it can force the creature to make a DC 16 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The giant makes three Unarmed Strike attacks. It can use Giant Fist of the Unbroken Air in place of one Unarmed Strike, if available.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Giant Fist of Unbroken Air (3/Day, 1/Turn). The giant chooses a creature it can see within 60 feet of it and hits it with a blast of compressed air. The creature must make a DC 16 Strength saving throw. On a failed save, the creature takes 33 (6d10) bludgeoning damage, and is pushed up to 30 feet away and knocked prone. On a successful save, the creature takes half as much damage, and isn't pushed or knocked prone.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect magic, fog cloud, light*
3/day each: *fly, gust of wind, hold person, telekinesis*
1/day each: *cone of cold, control weather, gaseous form*

Bonus Actions

Misty Step (3/Day). The giant casts *misty step* using Charisma as the spellcasting ability.

Reactions

Featherfall (3/Day). The giant casts *featherfall* using Charisma as the spellcasting ability.

Cloud Giant Wind Disciple

Due to where they live, some cloud giants have become natural wind disciples that have spent a lifetime mastering the martial arts combined with the power of the air elements. Armed with a few spells and its fists, the giant can harness the power of the wind and hit opponents with the force of a hundred punches.

Fire Giant Champion of Surtur

Chosen and blessed for its undying fervor, the champion of Surtur swears to spread the flame of the fire god in the mortal plane. A towering hulk of armor and weapons, the champion's body has been infused with the fire of Surtur. Any creature that comes into contact with the champion is instantly burned.

As with the teachings of Surtur, the champion ensures that all its enemies are cleansed with its fire, that even the tiniest remains are completely incinerated.

Fire Giant Champion of Surtur

Huge Giant, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	23 (+6)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Con +11, Wis +8, Cha +7
Skills Athletics +13, Intimidation + 7, Perception +8
Damage Immunities fire
Senses passive Perception 18
Languages Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Heated Body. A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Indomitable (2/Day). The giant can reroll a saving throw it fails. It must use the new roll.

Actions

Multiattack. The giant makes two Greatsword attacks. It can use Arcing Fireblade in place of one of these attacks, if available.

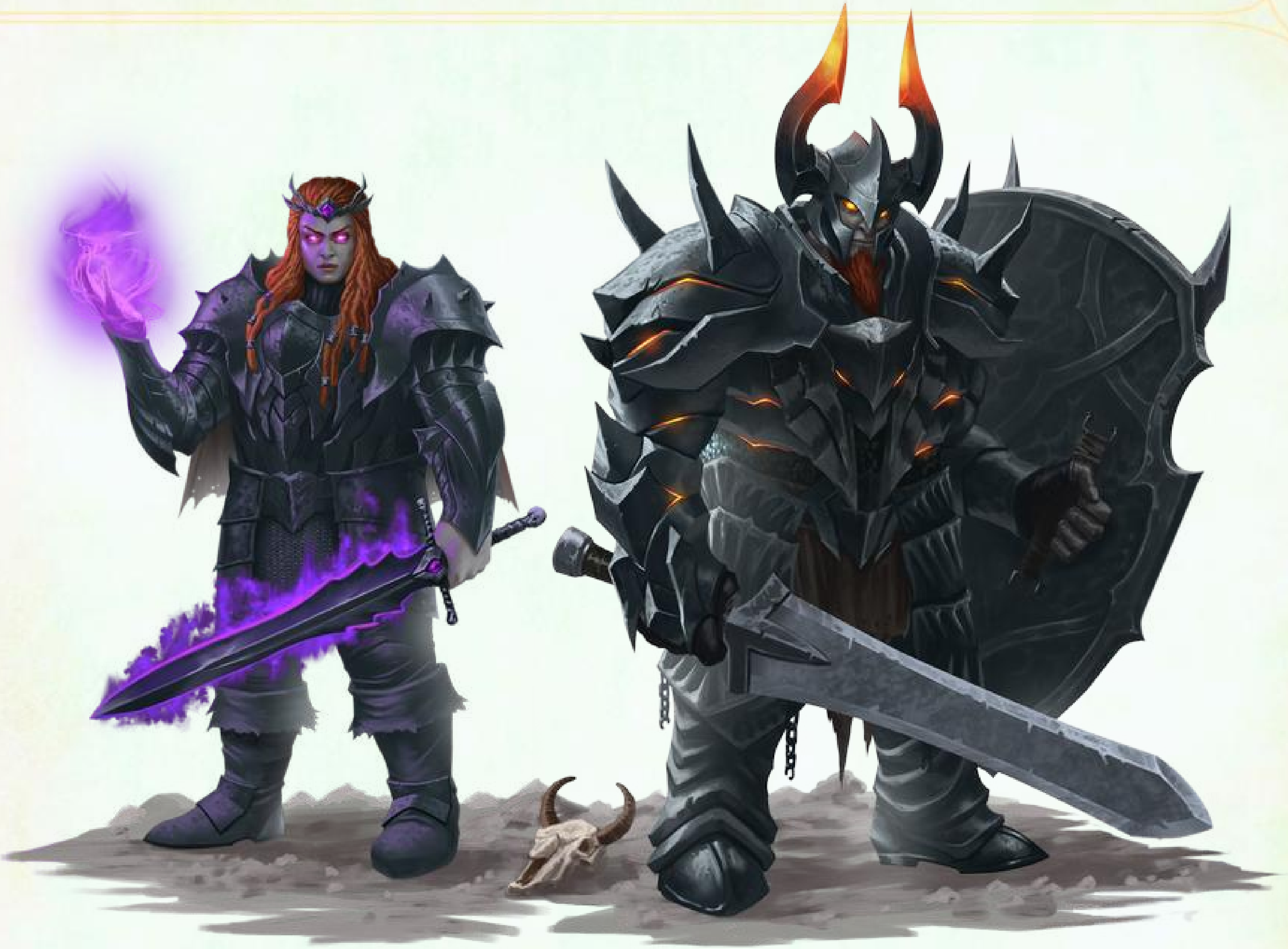
Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage plus 10 (3d6) fire damage, and if the target is not immune to fire, it gains vulnerability to fire until the end of the giant's next turn.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage plus 10 (3d6) fire damage.

Arcing Fireblade (Recharge 5–6). The giant swings its greatsword in a full arc, and every creature within 15 feet of it must succeed on a DC 21 Dexterity saving throw. On a failed save, a creature takes 29 (6d6 + 8) slashing damage plus 10 (3d6) fire damage, and if the target is not immune to fire, it gains vulnerability to fire damage until the end of the giant's next turn. On a successful save, the creature takes half as much damage and doesn't gain vulnerability to fire damage.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

2/day each: *dispel magic, fireball, shield*
1/day each: *conjure elemental* (fire)*, wall of fire*



Fire Giant Doomblade

Very rarely are there giants that show any affinity to arcane magic. But those that do normally become warlocks that make pacts with evil elder fire elementals such as Kossuth or Imix. Known as doomblades, these giants wield dark spells and swords that temporarily curse those it strikes.

Fire Giant Doomblade

Huge Giant, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 187 (15d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +3, Con +10, Cha +7
Skills Arcana + 4, Athletics +11, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage plus 7 (2d6) psychic damage and the target is cursed until the end of the giant's next turn. While cursed, the target has disadvantage on attack rolls, ability checks, and saving throws.

Doom Blast. Each creature in a 20-foot cube originating from the giant must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 22 (5d8) psychic damage and is vulnerable to all types of damage until the end of the giant's next turn. On a successful save, a creature takes half as much damage with no other effects.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *mage hand, minor illusion, true strike*
1/day each: *circle of death, dispel magic*

Bonus Actions

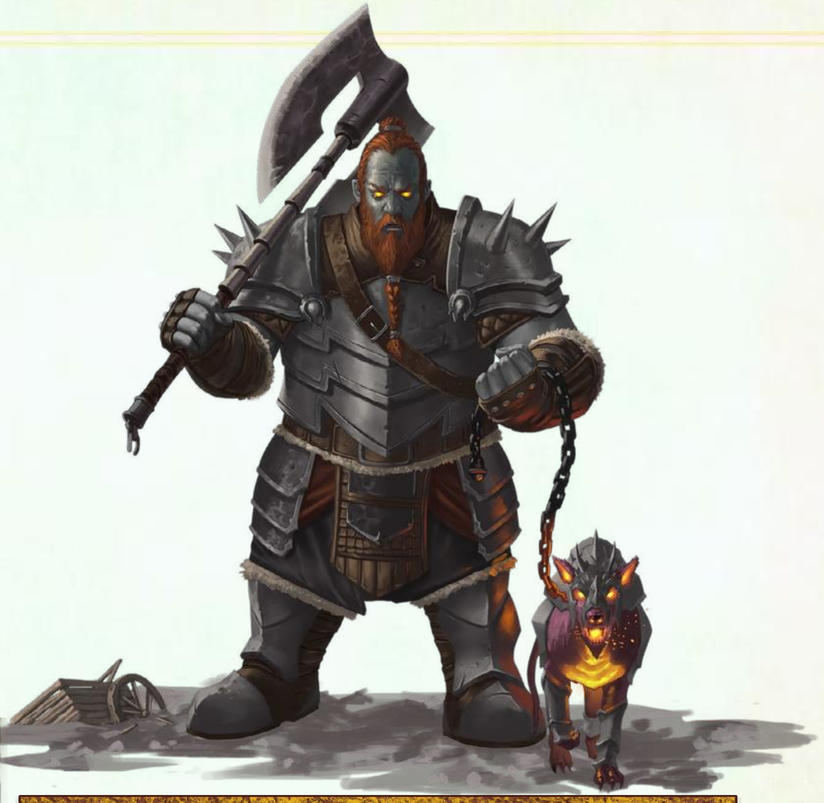
Staggering Smite (2/Day). Immediately after the giant hits a target with an attack roll, the target takes an extra 14 (4d6) psychic damage and must make a DC 15 Wisdom saving throw. On a failed save, the target has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

FIRE GIANT HOUNDMASTER

While fire giants rally their kin, the normally reclusive houndmaster charges into battle with an army of its own. The giant trains all hell hounds (*MM*, pg. 182) and nessian warhounds (*Monster Manual Expanded*, pg. 152) it has bred or captured. All hounds under its control are fiercely loyal and will quickly execute any command from the houndmaster.

FIRE GIANT VANGUARD

A fire giant vanguard is a fearsome figure to behold. Terrifying spikes protrude from its gruesome plate armor and shield, which is stained with the blood of its numerous victims. In battle, the giant always leads the attack, aiming to take the enemy forces' attention away from its more vulnerable allies.



FIRE GIANT HOUNDMASTER

Huge Giant, Typically Lawful Evil

Armor Class 15 (half plate)
Hit Points 175 (14d12 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +4, Con +10, Cha +5
Skills Animal Handling + 7, Athletics +11, Perception +7
Damage Immunities fire
Senses passive Perception 17
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The giant makes two Battleaxe attacks. It can use Maneuver Hounds in place of one attack, if available.

Battleaxe. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage, or 23 (3d10 + 7) slashing damage if used with two hands.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Maneuver Hounds (Recharge 5–6). Up to four hound allies within 60 feet of this giant that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Summon Hounds (Recharges after a Short or Long Rest). The giant summons 1d3 **hell hounds** (*MM,* pg. 182) or 1 **nessian warhound** (*Monster Manual Expanded*, pg. 152). The hounds appear in unoccupied spaces within 30 feet of the giant and acts as its allies. The hounds act right after the giant on the same initiative count and fight until they're destroyed. They disappear after 1 hour, when the giant dismisses them, or when the giant dies.

BONUS ACTIONS

Command Hound. The giant targets one hound ally it can see within 30 feet of it. If the target can see or hear the giant, the target can use its reaction to move up to half their speed and make one melee weapon attack.

Hunter's Mark (3/Day). The giant casts *hunter's mark*, requiring no

FIRE GIANT VANGUARD

Huge Giant, Typically Lawful Evil

Armor Class 20 (plate, shield)
Hit Points 202 (15d12 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +12, Cha +6
Skills Athletics +13, Intimidation +6, Perception +7
Damage Immunities fire
Senses passive Perception 17
Languages Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Threatening. Creatures provoke an opportunity attack from the giant when they move 5 feet or more while within the giant's reach, and if the giant hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

ACTIONS

Multiattack. The giant makes three Longsword attacks.

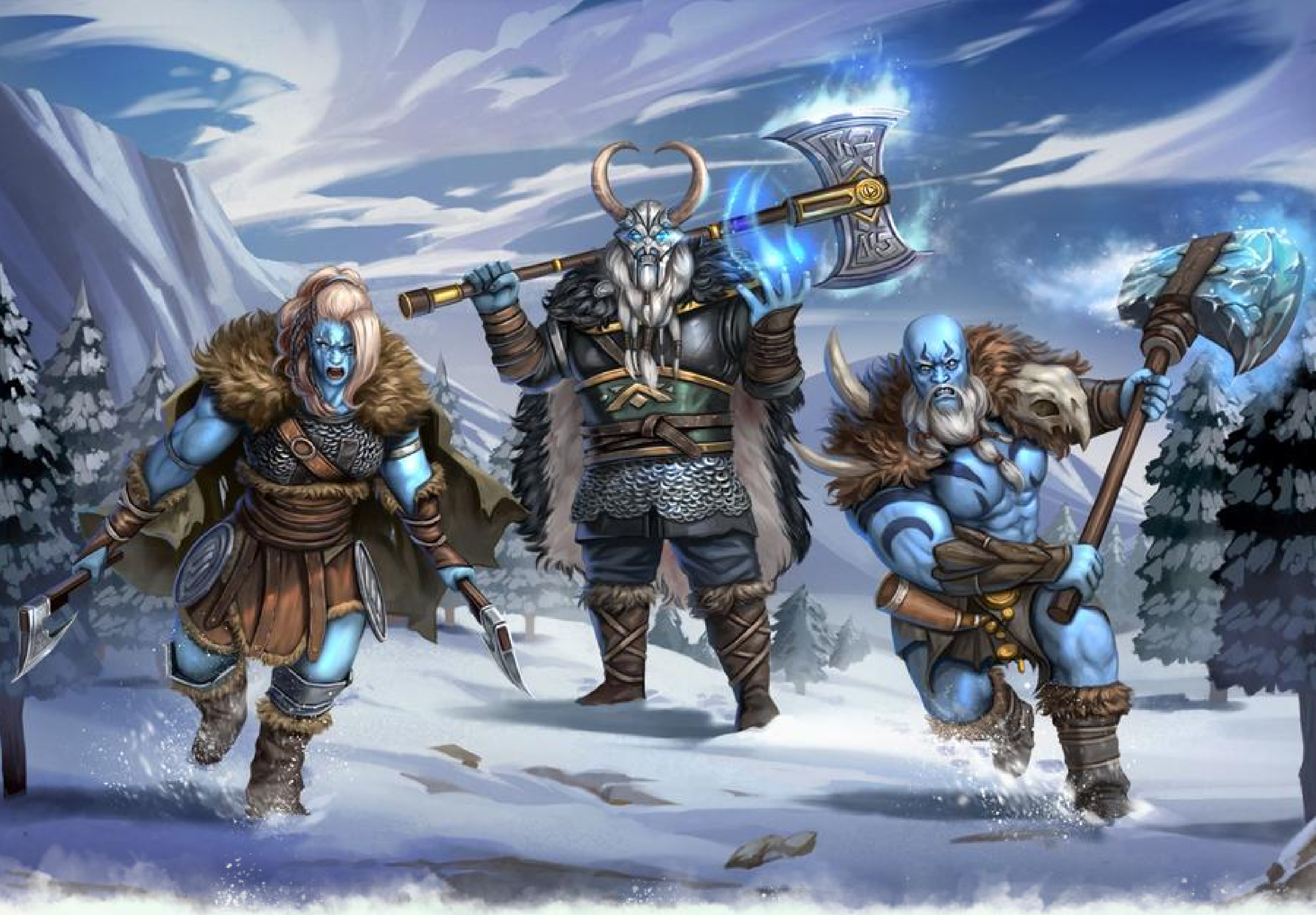
Longsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage, and the target is marked until the end of the giant's next turn. This effect ends early if the giant is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the giant, a creature marked by the giant has disadvantage on any attack roll that doesn't target the giant.

BONUS ACTIONS

Punish the Marked. The giant can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the giant during the last turn. The giant's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 10 (3d6) damage to the target.

REACTIONS

Parry. The giant adds 4 to its AC against one melee attack that would hit it. To do so, the giant must see the attacker and be wielding a melee weapon.



FROST GIANT BERSERKER

The berserker lives for battle, and it does not stop until all its enemies are dead. Clad in leather and patchwork armor, berserkers are incredibly reckless, charging into the fray without care. One swing of its enormous greataxe can take cleave through a dozen men, and those not within reach are crushed by the rocks it hurls in its frenzy.

FROST GIANT BERSERKER

Huge Giant, Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 149 (13d12 + 65)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +9, Wis +4, Cha +5
Skills Athletics +11, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Brave. The giant has advantage on saving throws against being frightened.

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The giant makes two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Whirling Axe (Recharge 5–6). The giant moves up to its speed and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 19 Dexterity saving throw or take 20 (3d8 + 7) slashing damage.

BONUS ACTIONS

Frenzied Attack. While Reckless, the giant makes a Battleaxe attack.

REACTIONS

Death Strike. In response to being reduced to 0 hit points by an attack and the attack is not a critical hit, the giant can move up to half its speed and make one melee attack with advantage before dying or falling unconscious.

FROST GIANT CHAMPION OF KOSTCHTCHIE

The champion of Kostchtchie is chosen by its deity to be the embodiment of its wrath in the Material Plane. The champion, fueled by the wrath of Kostchtchie, displays a manic look in its eyes as expecting a battle to happen soon. The skin of the champion is cold to the touch, and any creature caught in its breath is instantly frozen.

FROST GIANT CHAMPION OF KOSTCHTCHIE

Huge Giant, Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	9 (-1)	10 (+0)	15 (+2)

Saving Throws Con +10, Wis +4, Cha +6
Skills Athletics +11, Intimidation + 6, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Indomitable (2/Day). The giant can reroll a saving throw it fails. It must use the new roll.

ACTIONS

Multiattack. The giant makes three Maul attacks.

Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

3/day each: *command, darkness*
1/day: *telekinesis, wind walk*

ACTIONS

Frost Burst (Recharge 5–6). When the giant hits a creature with a melee attack, it emits a burst of cold that deals 10 (3d6) cold damage to each creature within 20 feet of it.

FROST GIANT CHAMPION OF THRYM

The champion of Thrym inherits its deity's cold will. The skin of the champion turn a darker shade of blue, and the area around the giant becomes constantly enveloped in a frigid aura. The champion also gains the ability to cast spells from its fingertips which it uses to slow and freeze its enemies. In honor of Thrym, the champion also brandishes a double-bladed greataxe, which it can swing with incredible strength and ferocity in battle.

FROST GIANT CHAMPION OF THRYM

Huge Giant, Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	22 (+6)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Con +11, Wis +6, Cha +8
Skills Athletics +12, Intimidation + 8, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Frost Aura. The giant generates an aura of bitter frost that fills the area within 20 feet of it. Any creature that starts its turn within 20 feet of the giant takes 7 (2d6) cold damage and can't use reactions until the start of its next turn.

Indomitable (2/Day). The giant can reroll a saving throw it fails. It must use the new roll.

ACTIONS

Multiattack. The giant makes two Greataxe attacks.

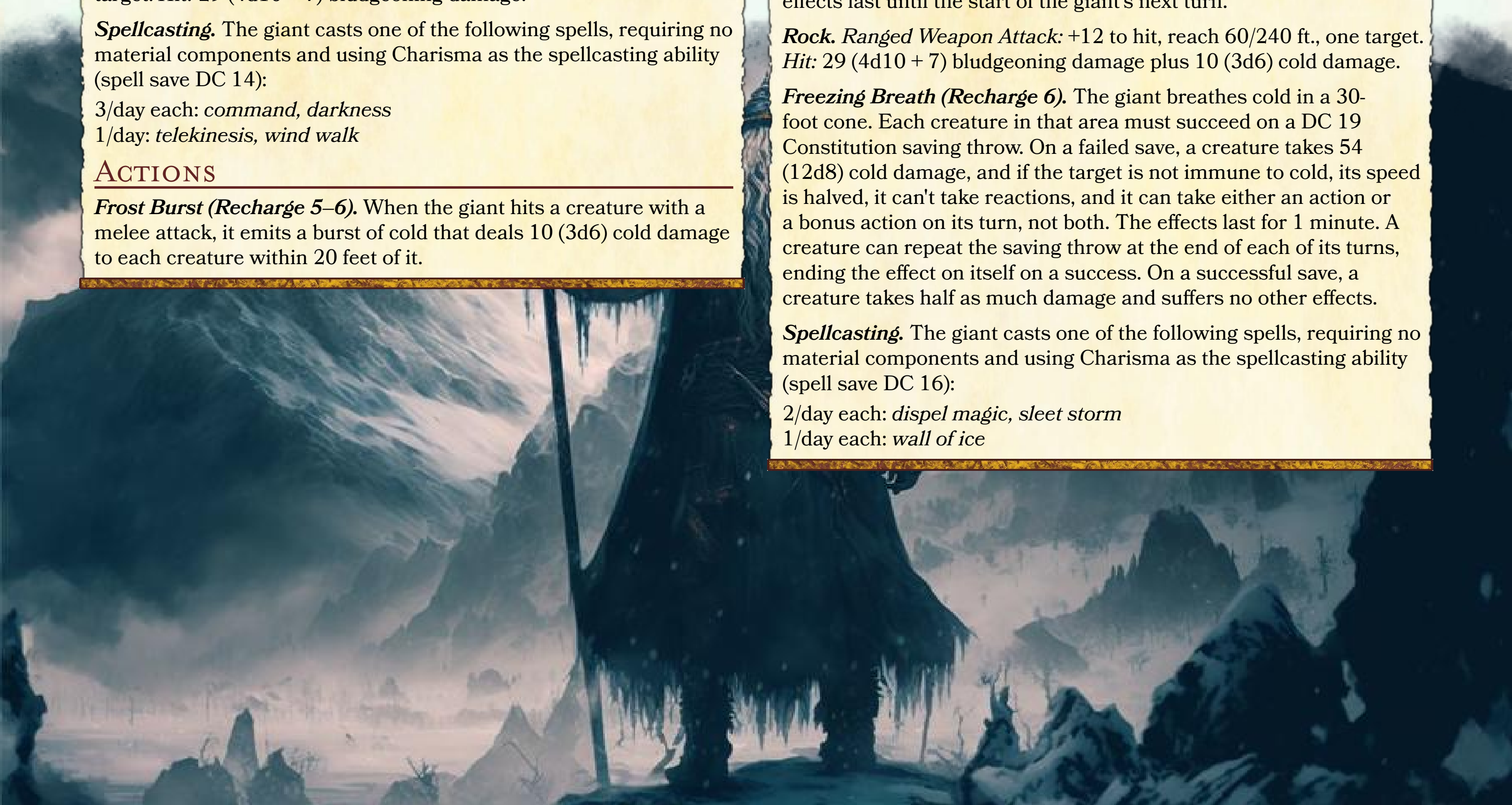
Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 10 (3d6) cold damage. If the target is a creature, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last until the start of the giant's next turn.

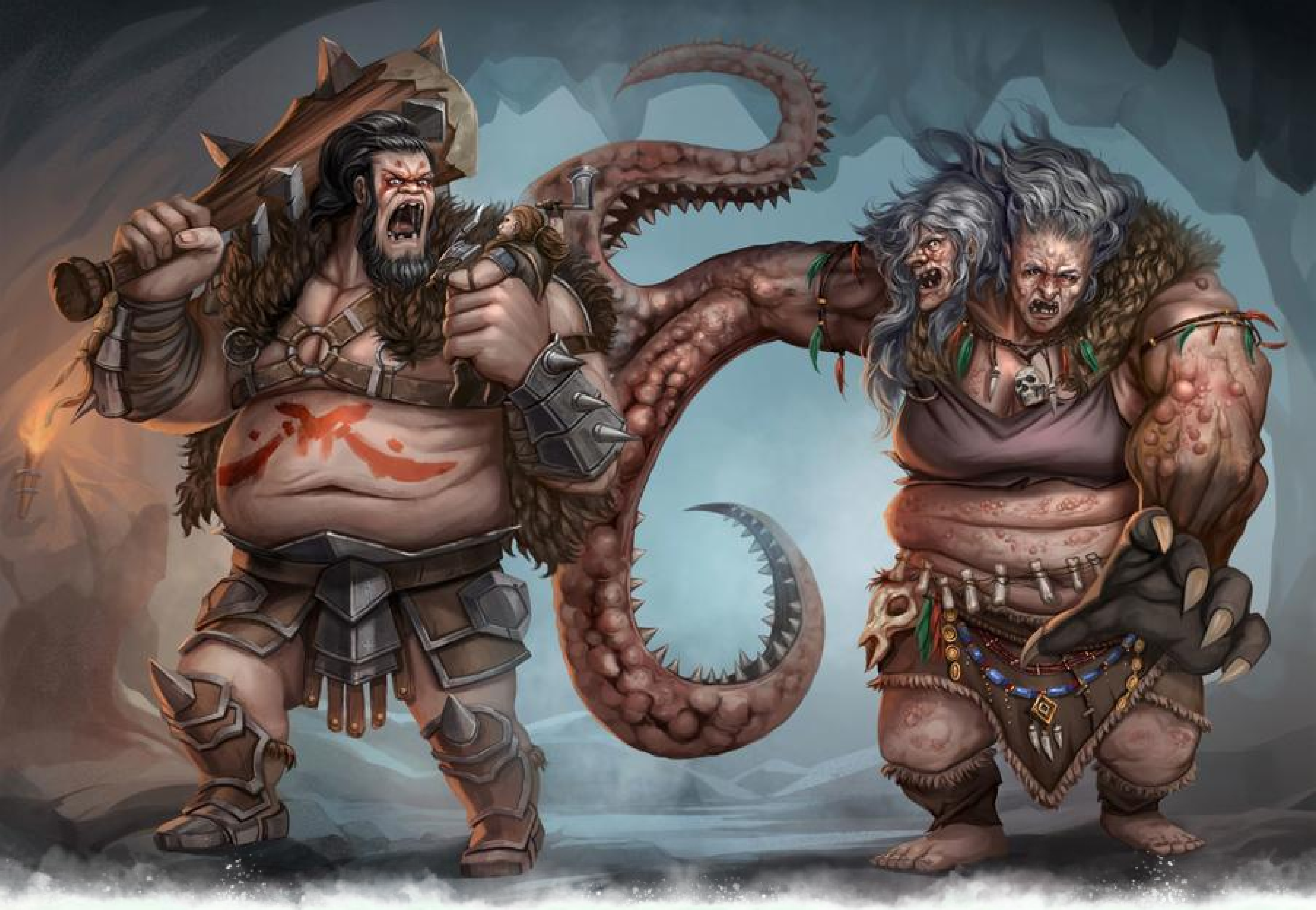
Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 10 (3d6) cold damage.

Freezing Breath (Recharge 6). The giant breathes cold in a 30-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw. On a failed save, a creature takes 54 (12d8) cold damage, and if the target is not immune to cold, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and suffers no other effects.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

2/day each: *dispel magic, sleet storm*
1/day each: *wall of ice*





HILL GIANT CHAMPION OF GROLANTOR

Huge Giant, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	5 (-3)	9 (-1)	10 (+0)

Skills Perception +3
Senses passive Perception 13
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The giant makes two Greatclub attacks.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Ground Pound (Recharge 5–6). The giant slams its greatclub on the ground, triggering an earth tremor and violently pelting the area with debris. Each creature on the ground originating from the giant in a 15-foot cube must succeed on a DC 19 Strength saving throw. If the creature is Large or smaller, it has disadvantage on its saving throw. On a failed save, a creature takes 20 (3d8 + 7) bludgeoning damage and is knocked prone. If a creature fails its save by 5 or more, it is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Lumber. The giant moves up to 15 feet.

Intimidating Presence. The giant targets one creature it can see within 30 feet of it. If the target can see and hear the giant, it must succeed on a DC 12 Wisdom saving throw or become frightened of the champion for 1 minute. If the target is Large or smaller, it has disadvantage on its saving throw. A frightened creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to giant's Intimidating Presence for the next 24 hours.

Club (Costs 2 Actions). The giant makes a Greatclub attack.

HILL GIANT CHAMPION OF GROLANTOR

The champion of Grolantor inherits its deity's hunger for battle and gluttony. The champion is regarded as the leader of its tribe, although the only thing it does is bully its underlings for more food, forcing to raid nearby settlements. When it does step out of its comfort zone, it fights with vicious, crazed ferocity worthy of carrying the torch of Grolantor. The champion's fervor in battle is driven by a singular mission – that is to prove that its deity Grolantor is the strongest among all giants and that everything smaller than itself is food to be consumed or crushed.

HILL GIANT HAG OF DEMOGORGON

Hill giants rarely worship outside of the giant pantheon. There are a few though, because of their greed, desire for power, or need for vengeance, will seek the aid of demon lords. Hill giants with deformities are more likely to be successful in forming pacts with Demogorgon, gaining supernatural powers in exchange for their souls.

HILL GIANT HAG OF DEMOGORGON

Huge Giant, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	6 (-2)	15 (+2)	8 (-1)

Skills Perception +8
Senses passive Perception 18
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Two Heads. The giant has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The giant makes one Claw attack and one Tentacle attack. She can replace each attack with a use of Gaze.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage, and if the target is a creature, it must succeed on a DC 15 Constitutions saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and if the target is Huge or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the giant can automatically hit the target with its Tentacle, and the giant can't attack another target with its Tentacle.

Gaze. The giant turns her magical gaze toward one creature she can see within 60 feet of her. The target must succeed on a DC 15 Wisdom saving throw or suffer one of the following effects (choose one or roll a d6):

1–3: Disorienting Gaze (1/Turn). The target is incapacitated until the start of the giant's next turn or until the giant is no longer within line of sight.

4–6: Frightening Gaze (1/Turn). The target is frightened until the start of the giant's next turn or until the giant is no longer within line of sight.

Baffling Cackle (Recharge 5–6). Both of the giant's heads emit a loud, mystifying cackle. Each creature within 30 feet of the giant and can hear the giant must succeed on a DC 15 Charisma saving throw. On a failed save, a creature takes 31 (6d8 + 4) psychic damage and suffers the effect of a *confusion* spell without making a saving throw. The effect lasts for 1 minute. The giant doesn't need to concentrate on the effect. Constructs and Undead are immune to this effect.

HILL GIANT JUGGERNAUT

A hill giant juggernaut is a formidable warrior that towers over its kin. Unlike most of its race, the juggernaut wears patches of leather and metal armor. As its name implies, the juggernaut is a weapon of destruction and siege warfare. The giant wields a large oversized maul that can destroy enemy armor and fortifications.

HILL GIANT SHAMAN OF OGRÉMOCH

Hill giant shamans of Ogrémoch are savage druids that draw their power from the evil elder elemental of Earth. As a gift from Ogrémoch, enemies fought by the shaman that stand on earthen surfaces find themselves either suddenly getting stuck in mud or unbalanced from the inexplicable shifting earth beneath them.

HILL GIANT JUGGERNAUT

Huge Giant, Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Siege Monster. The giant deals double damage to objects and structures.

ACTIONS

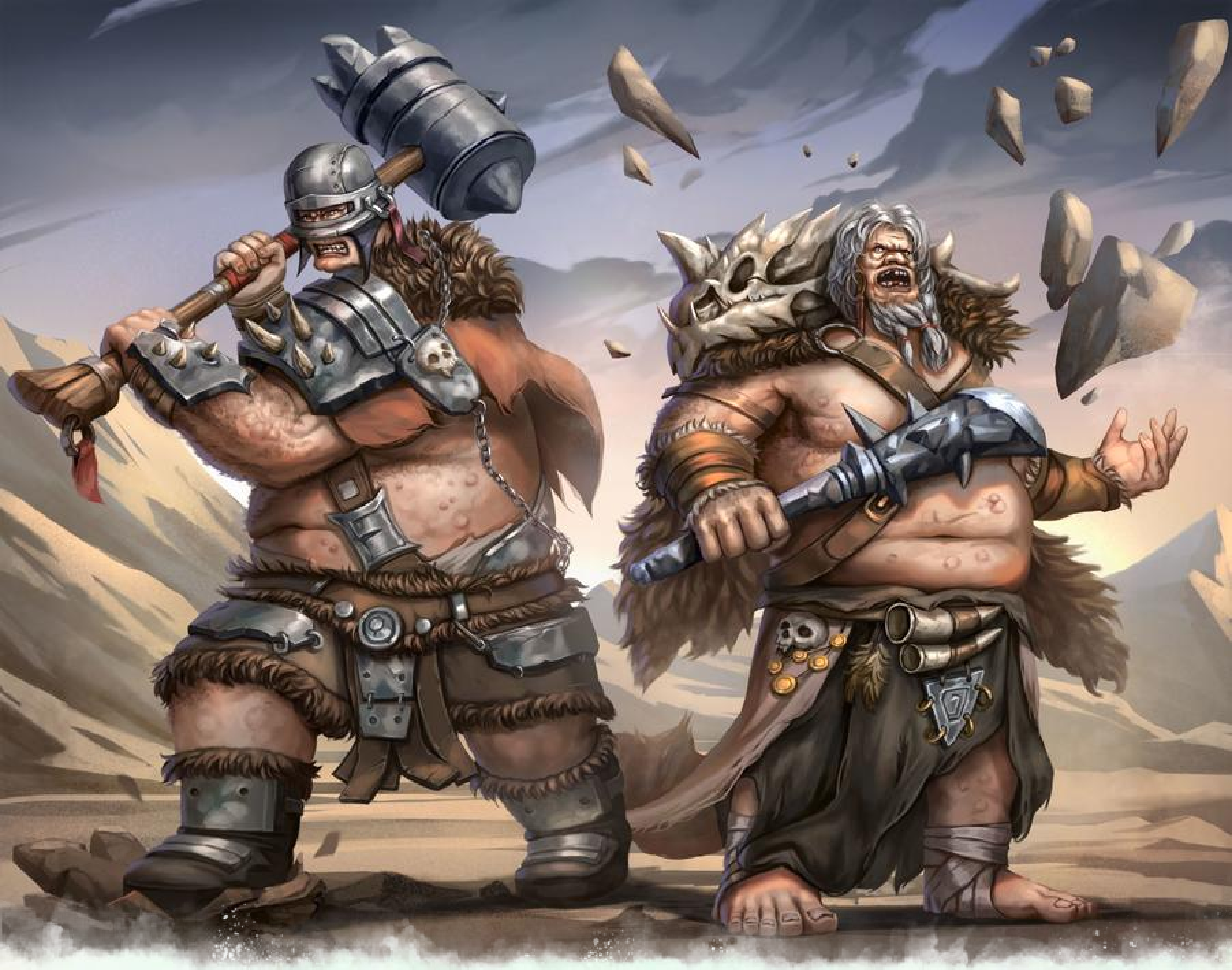
Multiattack. The giant makes two melee attacks. It can replace one melee attack with Staggering Smash, if available.

Maul. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage, and the target has disadvantage on the next attack roll it makes before the end of its next turn.

Sunder. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and if the target is wearing a nonmagical armor or shield, it must succeed on a DC 17 Strength saving throw or the Armor Class (AC) of the nonmagical armor or shield (determined randomly) of the target takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Rock. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Staggering Smash (Recharge 5–6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 37 (9d6 + 6) bludgeoning damage, and if the target is a creature, it must succeed on a DC 17 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is reduced to 10 feet for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effects on itself on a success.



Hill Giant Shaman of Ogrémoch

Huge Giant, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	6 (-2)	15 (+2)	7 (-2)

Skills Perception +6
Senses passive Perception 16
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Earthbound Superiority (3/Day). The giant has advantage on attack rolls made against targets that are touching the earth. In addition, creatures that are touching the earth have disadvantage on saving throws against spells cast by the giant.

Actions

Multiattack. The giant makes two Greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *druidcraft, guidance, mending, mold earth*
1/day each: *erupting earth, spike growth, stoneskin, transmute rock, wall of stone*

Rippling Earth (Recharges 5–6). The giant causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 32 (5d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Stone Giant Skirmisher

Stone giant skirmishers serve behind the front lines of a stone giant war party. Incredibly agile and nimble, skirmishers use a combination of stealth and speed to close the distance between its opponents or retreat behind cover. These stone giants are master spear and rock throwers, hitting vital points with cruel accuracy.

Stone Giant Thane

The stone giant thane is the traditional ruler of all stone giant kind. It lives deep in its underground stone fortress and is always surrounded by its fiercest stone giant wardens and shamans. It doesn't really need them, as the stone giant thane is a fearsome warrior that can draw arcane power from the earth.

Stone Giant Skirmisher

Huge Giant, Typically Neutral

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +6, Con +8, Wis +4
Skills Athletics +9, Perception +4
Senses passive Perception 14
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Skirmish Advantage. Once per turn, when the giant attacks while on a space that is at least 15 feet away from where it started its turn, it gains advantage on that attack roll.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 15 ft. or range 60/180 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, or 19 (3d8 + 6) piercing damage if used with two hands to make a melee attack.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Bonus Actions

Lightfooted. The giant takes the Dash or Disengage action.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Skirmisher. When an enemy the giant can see ends its turn within 5 feet of it, the giant can move up to half its speed. This movement doesn't provoke opportunity attacks.

Stone Giant Warden

As its title suggests, the normally solitary stone giant warden is a fierce guardian that serve to defend its territory. In the event of intruders, a warden can summon earthen pseudopods from the ground to hold and entangle its targets.

Stone Giant Thane

Huge Giant, Typically Neutral

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	20 (+5)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +7, Con +10, Wis +8, Cha +7
Skills Athletics +12, Perception +8
Senses passive Perception 18
Languages Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two Maul attacks.

Maul. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

2/day each: *erupting earth, flesh to stone, meld into stone, stone shape*
1/day each: *bones of the earth, stoneskin, wall of stone*

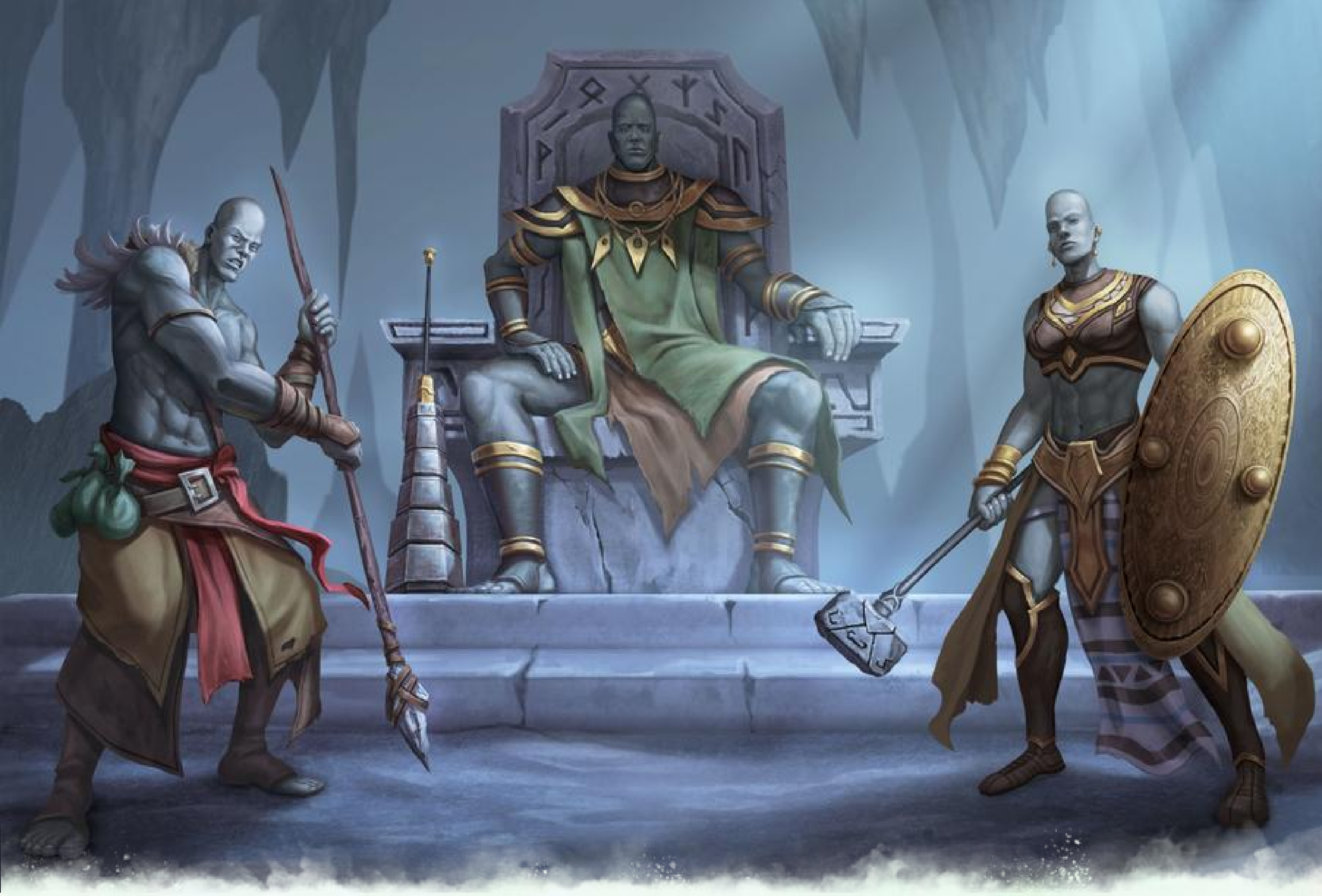
Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Direct Ally (Costs 2 Actions). The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to move up to half its speed and make one weapon attack.
Maul (Costs 2 Actions). The giant makes a Maul attack.
Cast a Spell (Costs 3 Actions). The giant uses Spellcasting.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



STONE GIANT WARDEN

Huge Giant, Typically Neutral

Armor Class 19 (natural armor, shield)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +6, Con +9, Wis +5, Cha +7
Skills Athletics +11, Perception +5
Senses passive Perception 15
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two Warhammer attacks.

Warhammer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage or 25 (3d10 + 7) bludgeoning damage if used with two hands.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Earth's Wrath (Recharges after a Short or Long Rest). The giant targets up to three visible creatures standing on the ground within 60 feet of it. Earth elemental-like pseudopods rise from the ground and grab at each target. The creature must succeed on a DC 15 Strength or Dexterity saving throw (its choice). On a failed save, a creature takes 9 (2d8) bludgeoning damage and is restrained for 1 minute. A creature that starts its turn restrained takes 9 (2d8) bludgeoning damage. A restrained creature can repeat the saving throw at the end of each of its turns. On a success, it frees itself and the pseudopod disappears.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

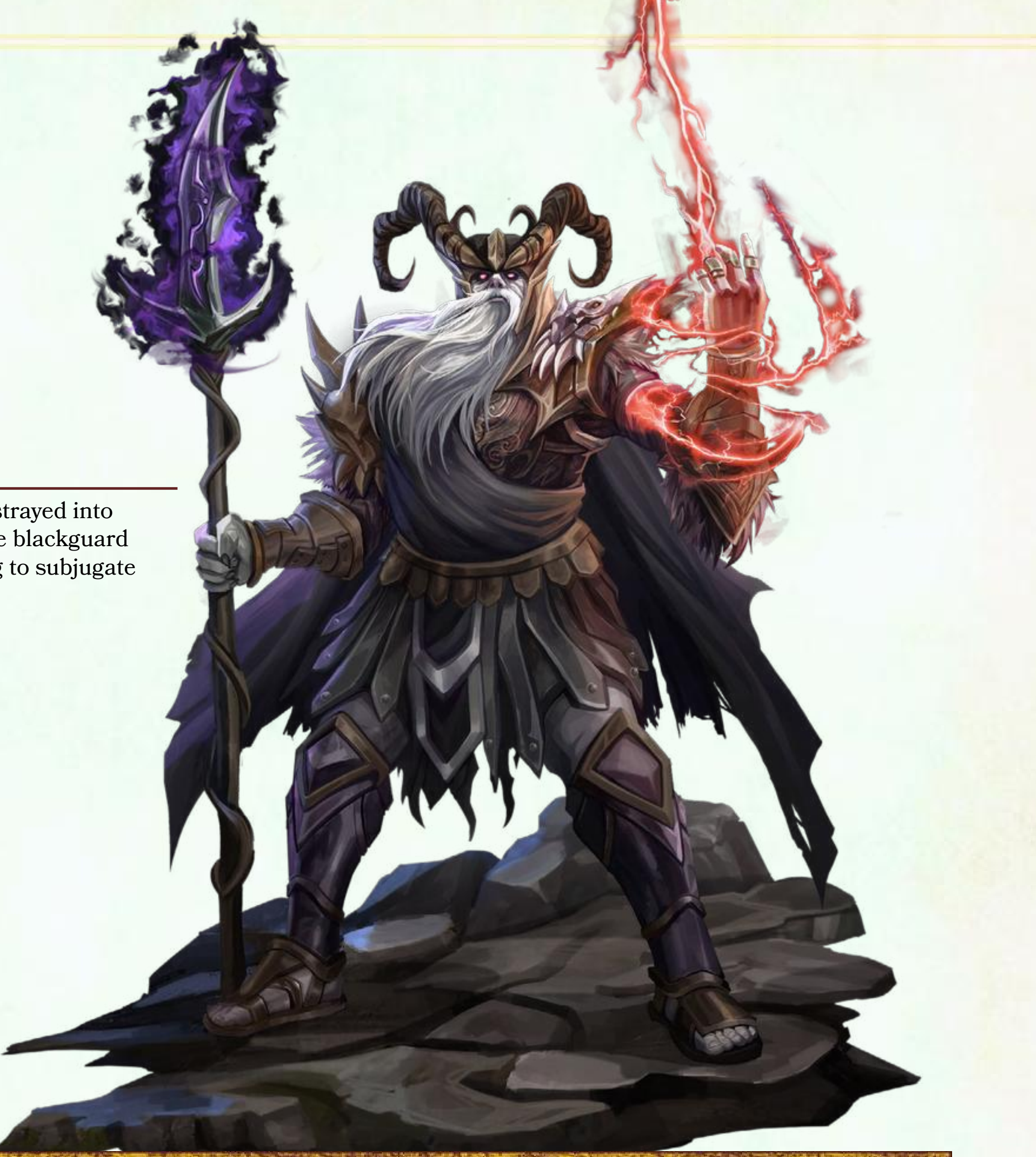
3/day each: *aid, cure wounds*
1/day each: *dispel magic, ice storm, plant growth, stoneskin*

BONUS ACTIONS

Earth Smite. Immediately after the giants hits a target that is standing on the ground with an attack roll, the giant deals an extra 9 (2d8) force damage and forces that target to make a DC 19 Strength saving throw. On a failed save, the target is pushed up to 10 feet away and knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



Storm Giant Blackguard

The once noble storm giant paladin that has strayed into the path of evil or tempted by an archdevil, the blackguard is a creature of absolute malevolence, seeking to subjugate everything - even other giants.

Storm Giant Blackguard

Huge Giant, Typically Neutral Evil

Armor Class 17 (half plate)
Hit Points 275 (22d12 + 132)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	22 (+6)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Str +15, Con +12, Wis +10, Cha +11
Skills Arcana +9, Athletics +15, History +9, Perception +10
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 20
Languages Giant
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Amphibious. The giant can breathe air and water.

Aura of Conquest. If the giant isn't incapacitated, a creature frightened of the giant that starts its turn within 30 feet of the giant takes 10 (3d6) psychic damage and has its speed is reduced to 0.

Actions

Multiattack. The giant makes two Glaive attacks or two Dread Bolt attacks.

Glaive. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) slashing damage plus 9 (2d8) necrotic damage.

Dread Bolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) necrotic damage, and the target must make a DC 19 Wisdom saving throw. On a failed save, the target is frightened of the giant until the end of the giant's next turn.

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one.

Dreadful Aspect (Recharges after a Short or Long Rest). Each enemy within 30 feet of the giant succeed on a DC 19 Wisdom saving throw or be frightened of the giant for 1 minute. If a frightened target ends its turn more than 30 feet away from the giant, the target can repeat the saving throw, ending the effect on itself on a success.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

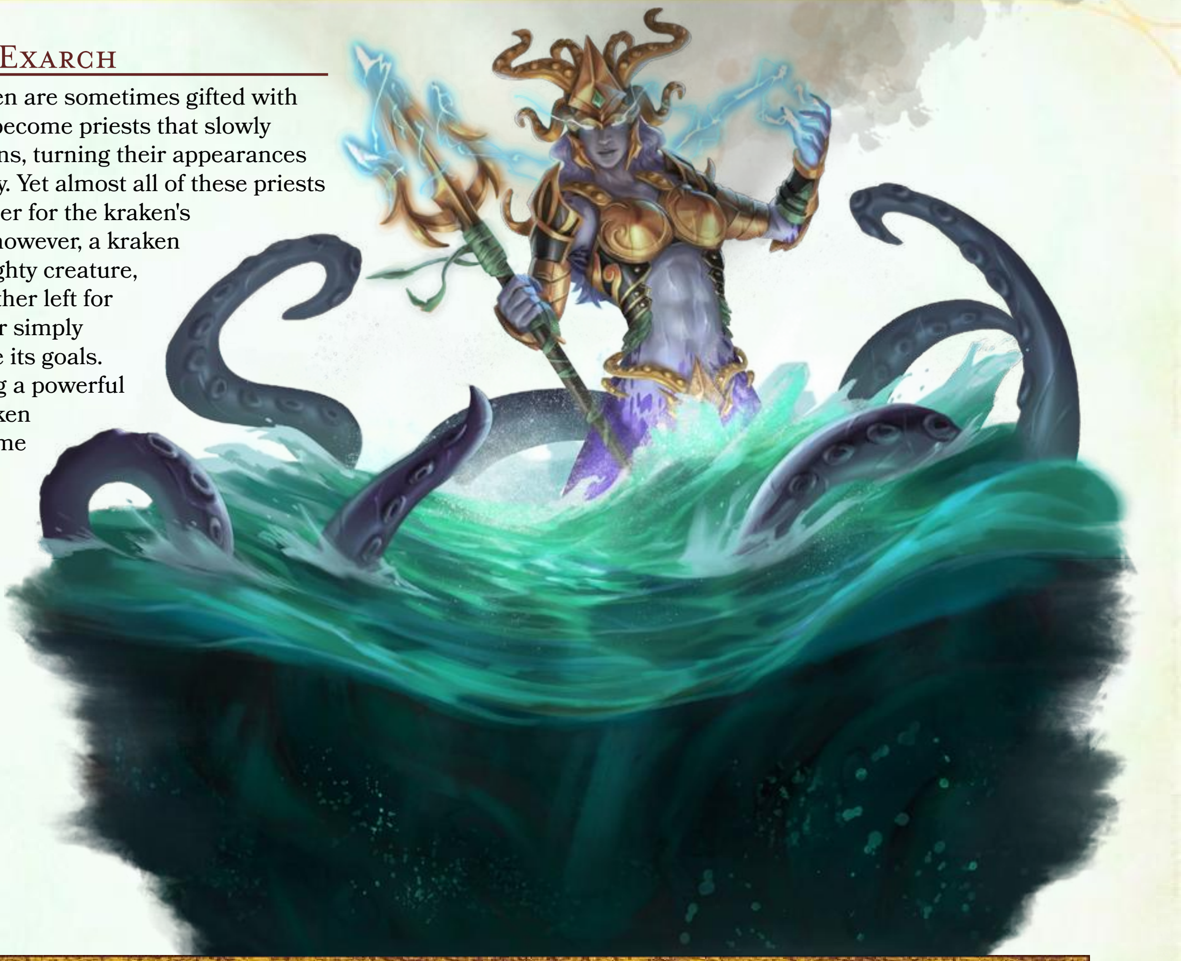
At will: *detect magic, feather fall, levitate, light*
3/day each: *command, control weather, dispel magic, water breathing*
1/day: *banishment, destructive wave, find steed*

Bonus Actions

Smite. Immediately after the giants hits a target with an attack roll, the giant forces that target to make a DC 19 Constitution saving throw. On a failed save, the target is blinded for 1 minute. The blinded target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

STORM GIANT KRAKEN EXARCH

Misguided worshippers of a kraken are sometimes gifted with power. The most devout of them become priests that slowly undergo horrific physical mutations, turning their appearances into the likeness of their very deity. Yet almost all of these priests end up becoming pawns and fodder for the kraken's schemes. In very rare instances, however, a kraken will answer the call of a fallen mighty creature, such as a storm giant who was either left for dead at the bottom of the ocean or simply seeking a patron to help it achieve its goals. Recognizing the benefits of having a powerful creature as its champion, the kraken grants it its wishes, bestowing some of its divine power, and making it its exarch.



STORM GIANT KRAKEN EXARCH

Huge Giant, Typically Chaotic Evil

Armor Class 16 (scale mail)
Hit Points 241 (21d12 + 105)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	17 (+3)	21 (+5)	18 (+4)

Saving Throws Str +14, Con +11, Wis +11, Cha +10
Skills Arcana +9, History +9, Perception +11, Religion +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 21
Languages Giant
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Amphibious. The giant can breathe air and water.

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The giant makes two melee attacks or two ranged attacks.

Trident. *Melee or Ranged Weapon Attack:* +14 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage, or 21 (3d8 + 8) piercing damage if used with two hands to make a melee attack, plus 11 (2d10) thunder damage, and the target can't take reactions until the end of the giant's next turn.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The giant has eight tentacles, each of which can grapple one target.

Thunderbolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 11 (2d10) lightning damage plus 11 (2d10) thunder damage, and the target is knocked prone.

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 19):

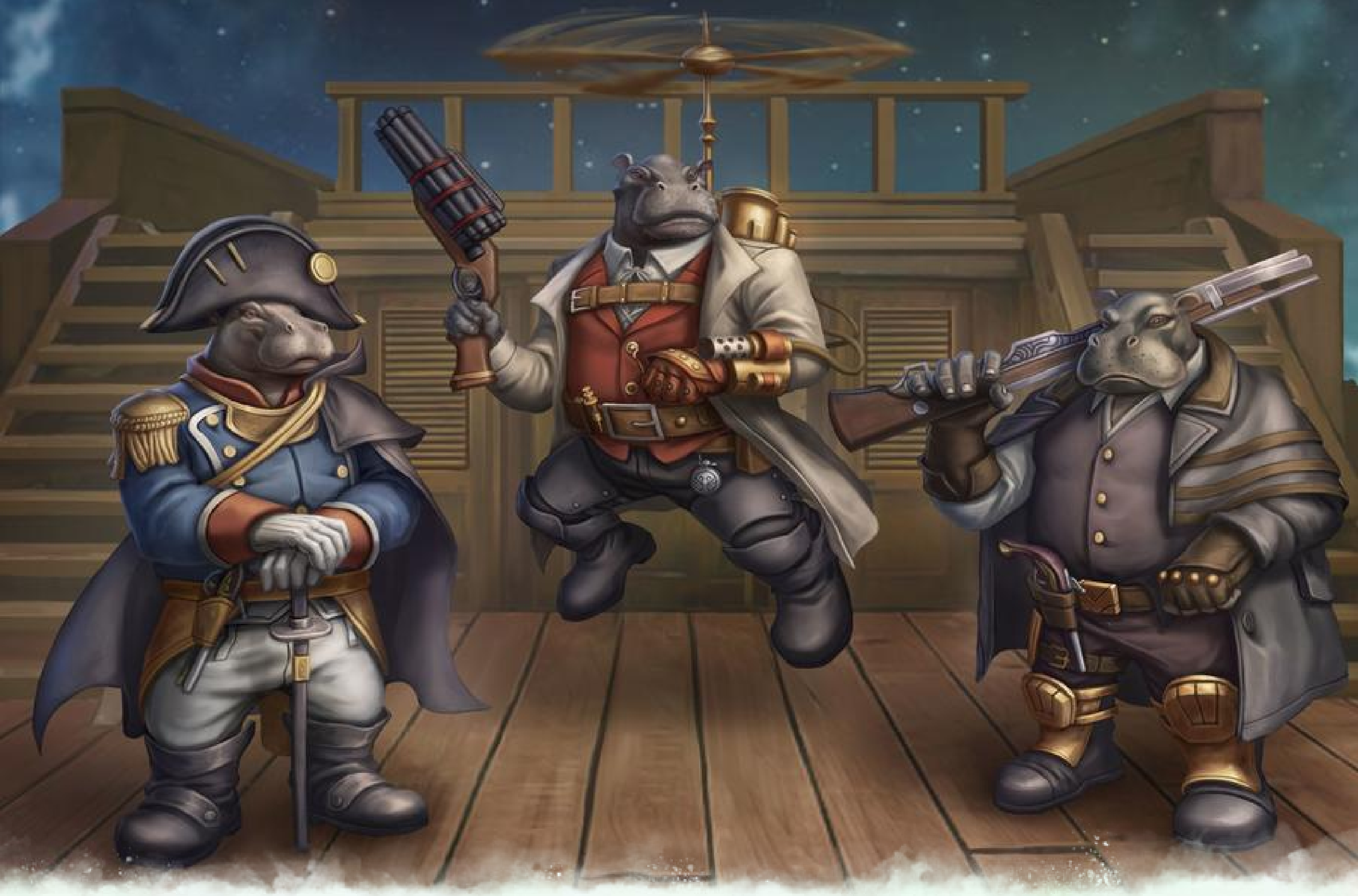
At will: *command, create or destroy water*
3/day each: *control water, control weather, darkness, water breathing, water walk*
1/day each: *Evard's black tentacles, maelstrom, tidal wave*

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the giant with a thunderous voice audible within 300 feet. Creatures of the giant's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 19 Wisdom saving throw or be frightened of the giant for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Tentacle. The giant makes a Tentacle attack.
Thunder Strike (Costs 2 Actions). The giant makes a Trident or Thunderbolt attack.
Cast a Spell (Costs 3 Actions). The giant uses Spellcasting.



GIFFS

GIFF CAPTAIN

Giff captains are squad leaders in a unit of giffs. These decorated veterans gain their rank through decisive victories and their ability to make tactical decisions in combat. Using their improved battlefield awareness, giff captains can command and maneuver their fellow giffs to ensure that any skirmish tips in their favor.

GIFF CAPTAIN

Medium Humanoid, Any Alignment

Armor Class 16 (breastplate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Str +8, Dex +5, Con +7
Skills Perception +4
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends with in 5 feet of a Large or smaller creature, that creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

ACTIONS

Multiattack. The giff makes three Longsword attacks or three Pistol attacks. It can use Command, Maneuver Allies, or Fragmentation Grenade in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Command. The giff targets one ally it can see within 30 feet of it. If the target can see and hear the giff, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this giff that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Fragmentation Grenade (1/Day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

GIFF GADGETEER

The giff gadgeteer is a master techsmith and artificer. It specializes in crafting and using ingenius items and weapons that provide it an edge in the battlefield. Aside from its arsenal of powerful pistols and grenades, the giff gadgeteer can shock foes with its fist, shoot powerful flames, and even temporarily soar into the air.

GIFF GADGETEER

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Con +7, Int +7, Wis +4
Skills Perception +4
Senses passive Perception 14
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends with in 5 feet of a Large or smaller creature, that creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

ACTIONS

Multiattack. The giff makes two Shock Fist or Multi-Barreled Pistol attacks. It can use Concussion Grenade in place of one of these attacks.

Shock Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 14 (4d6) electrical damage and the target can't use reactions until the end of the giff's next turn.

Multi-Barreled Pistol. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Flamethrower. The giff discharges flames in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Multi-Barreled Blast (Recharge 5–6). The giff fires all barrels of its musket, spraying rounds in a 60-foot cone. Each target in the area must make a DC 14 Dexterity saving throw, taking 30 (5d10 + 3) piercing damage on a failed save, or half as much damage on a successful one. Targets within 15 feet of the giff have disadvantage on the saving throw.

Concussion Grenade (3/Day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Constitution saving throw. On a failed save, a creature takes 7 (2d6) force damage and is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a failed save, a creature takes half as much damage and isn't stunned.

BONUS ACTIONS

Backcopter (3/Day). The giff gains a flying speed of 60 feet for 10 minutes.

GIFF SHARPSHOOTER

Giff sharpshooters are eagle-eyed gunmen that are unmatched with their use of their muskets and pistols. While all giffs are adept marksmen, sharpshooters have a higher than normal aptitude for shooting.

Sharpshooters are armed with their standard musket and pair of pistols. They also carry a longsword in case the battle comes too close to their location.

GIFF SHARPSHOOTER

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends with in 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Sharpshooter. The giff's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the giff's ranged weapon attack rolls.

ACTIONS

Multiattack. The giff makes two Longsword, Musket, or Pistol attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

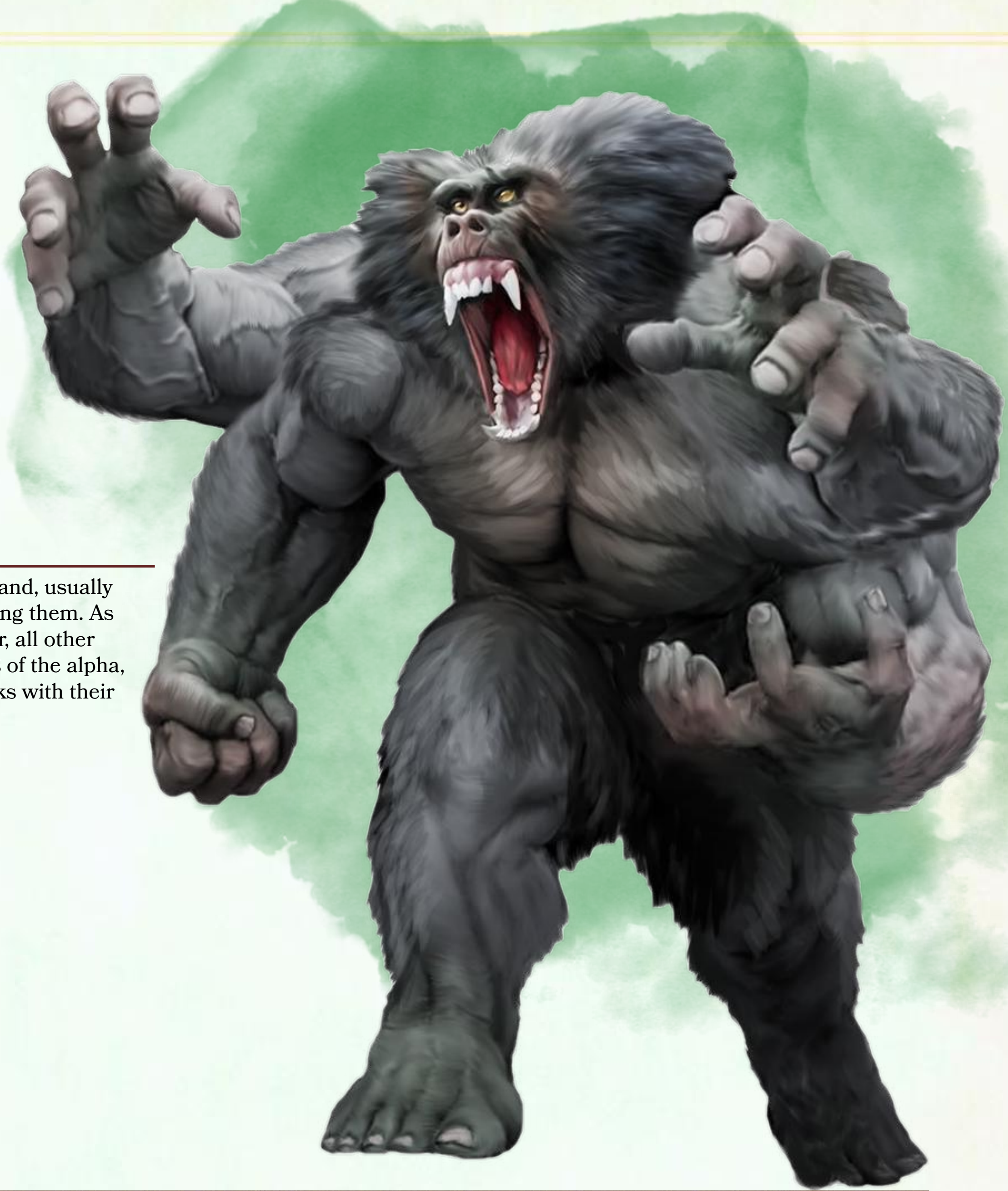
Pistol. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Fragmentation Grenade (1/Day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Steady Aim (3/Day). The giff takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the giff deals an extra 10 (3d6) damage with each of its ranged weapon attacks against the target.

GIRALLONS



GIRALLON ALPHA

Alphas are the dominant girallon of its band, usually the oldest, largest, and most savage among them. As the most experienced warrior and hunter, all other girallon follow and study the movements of the alpha, learning how to strike coordinated attacks with their leader.

GIRALLON ALPHA

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Pack Tactics. The girallon has advantage on an attack roll against a creature if at least one of the girallon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pack Leader. The girallon's allies have advantage on attack rolls while within 20 feet of the girallon, provided it isn't incapacitated.

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The girallon makes one Bite attack and four Claw attacks. It can use Body Slam in place of two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage. If the target is Large or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. Until this grapple ends, the target is restrained, and the girallon can't use one of its claws on another target. A girallon can grapple up to two Large targets, one Large and two Medium targets, or four Medium or smaller targets.

Body Slam. The girallon slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 17 Strength saving throw or take 22 (3d10 + 6) bludgeoning damage and be stunned until the end of the girallon's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

BONUS ACTIONS

Aggressive. The girallon can move up to its speed toward a hostile creature that it can see.

GIRALLON BERSERKER

A berserker is an aggressive girallon that will attack anything encroaching its territory. When provoked, a berserker will rush headlong into battle and use its four muscular arms to slash and grab its victims. While girallons bear no weapons, intruders know better than to be within reach of its arms, as the girallon's steel-like grip offers almost no escape, and will usually end with an earth-shattering slam to the ground if caught.

GIRALLON BERSERKER

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. At the start of its turn, the girallon can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The girallon makes one Bite attack and four Claw attacks. It can use Body Slam in place of two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. Until this grapple ends, the target is restrained, and the girallon can't use one of its claws on another target. A girallon can grapple up to two targets.

Body Slam. The girallon slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 16 Strength saving throw or take 12 (2d6 + 5) bludgeoning damage and be stunned until the end of the girallon's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

BONUS ACTIONS

Aggressive. The girallon can move up to its speed toward a hostile creature that it can see.

GIRALLON OF XVIM

As with all beasts of Xvim, this girallon is abnormally stronger, fiercer, and more malevolent than the rest of its kind. It roams forests in solitude, attacking and killing anything that intrudes its territory with a sinister glee, including other girallon. Its eyes glow and burn in the dark and its once majestic white fur is now caked with dried blood from years of slaughter.

GIRALLON OF XVIM

Large Monstrosity, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	5 (-3)	12 (+1)	14 (+2)

Skills Perception +4, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The girallon uses Frightful Presence. It then makes one Bite attack and four Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Frightful Presence. Each creature of the girallon's choice that is within 30 feet of the girallon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the girallon's Frightful Presence for the next 24 hours.

BONUS ACTIONS

Aggressive. The girallon can move up to its speed toward a hostile creature that it can see.

Smite (3/Day). Immediately after the girallon hits a target with an attack roll, the girallon deals an extra 9 (2d8) necrotic damage.

GITHYANKI

GITHYANKI CAPTAIN

Githyanki captains are veteran soldiers that lead its war party into raids. They give strategic commands to their allies and are able to maneuver them in advantageous positions with ease.

Captains can usually be found maneuvering their units while aboard its astral vessel, or in combat sitting on the back of a red dragon.

GITHYANKI CAPTAIN

Medium Humanoid (Gith), Typically Lawful Evil

Armor Class 17 (half plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Con +5, Int +4, Wis +5
Senses passive Perception 12
Languages Gith
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The githyanki makes two Greatsword attacks. It can use Command or Maneuver Allies in place of one of these attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit., reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) psychic damage.

Command. The githyanki targets one ally it can see within 30 feet of it. If the target can see and hear the githyanki, the target can make one weapon attack as a reaction.

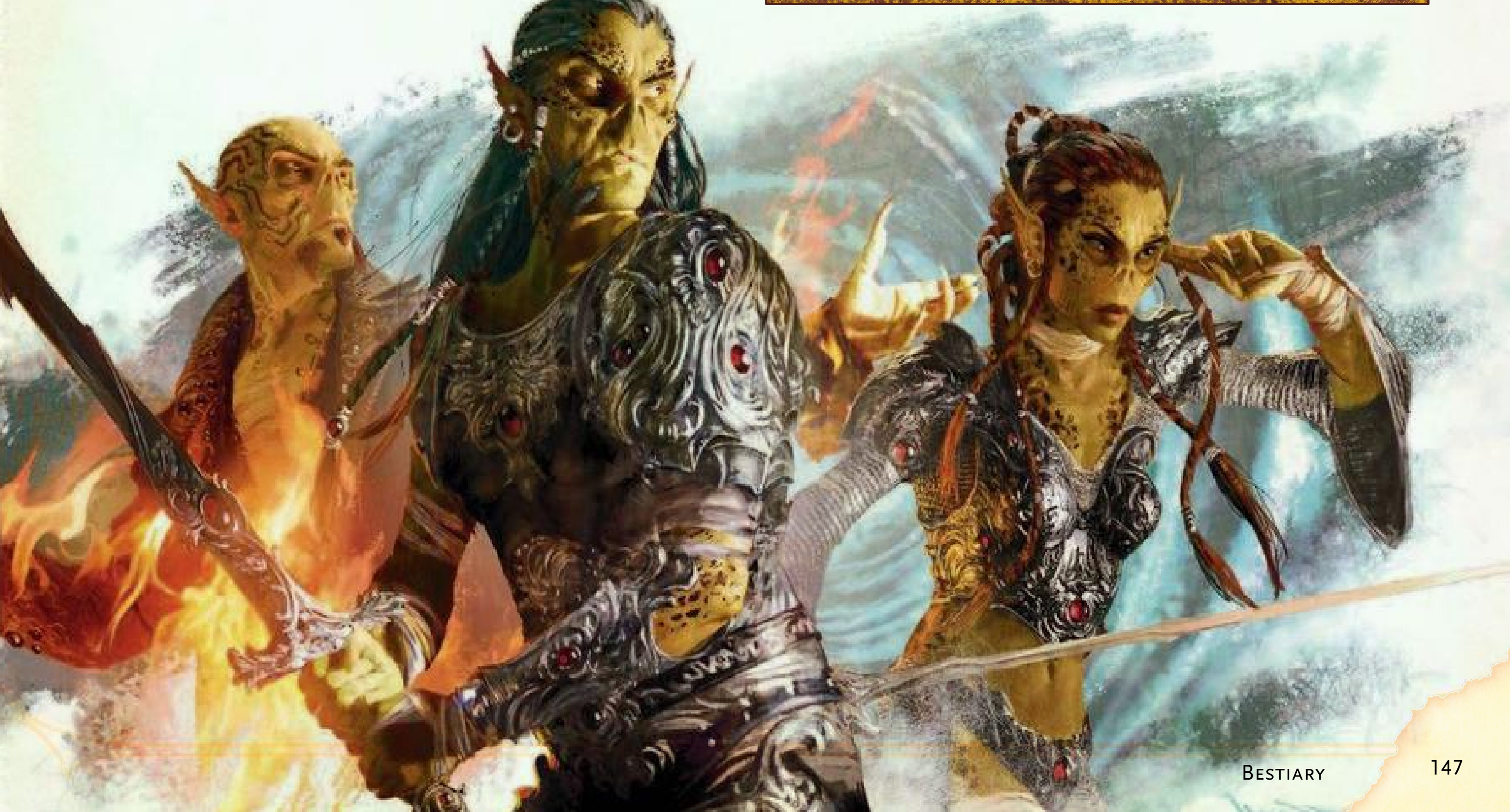
Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this githyanki that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Spellcasting (Psionics). The githyanki casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability:

At will: *light, mage hand* (the hand is invisible)
3/day each: *jump, nondetection* (self only)
1/day each: *plane shift, telekinesis*

BONUS ACTIONS

Astral Step (Recharge 4–6). The githyanki teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.



GITHYANKI PSI-BLADE

Psi-blades are phenomenal githyanki warriors that have specialized in psionic assault abilities. They are able to project psychic blasts, steal a foe's confidence, unleash a devastating cone of psychic energy, and stun groups of enemies.

GITHYANKI PSI-BLADE

Medium Humanoid (Gith), Typically Lawful Evil

Armor Class 17 (half plate)
Hit Points 136 (21d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	17 (+3)	16 (+3)	16 (+3)

Saving Throws Con +6, Int +7, Wis +7
Skills Insight +7, Perception +7, Stealth +6
Senses passive Perception 17
Languages Gith
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The githyanki makes two Longsword attacks and uses Psionic Blast. It can use Ego Whip, Psychic Blast, or Psychic Crush in place of Psionic Blast.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

Psionic Blast. Each creature in a 20-foot cube originating from the githyanki must make a DC 15 Intelligence saving throw, taking 13 (3d8) psychic damage on a failed save, or half as much damage on a successful one.

Ego Whip (Recharge 5–6). One creature the githyanki can see within 60 feet of it must make a DC 15 Intelligence saving throw. On a failed save, the target takes 27 (6d8) psychic damage, is filled with self-doubt, an is incapacitated for 1 minute. An incapacitated creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the target takes half as much damage with no other effects.

Psychic Crush (Recharges after a Long Rest). The githyanki creates a 20-foot cube of psychic energy within 120 feet of it. Each creature in that area must make a DC 15 Intelligence saving throw. On a failed save, the target takes 45 (10d8) psychic damage and is stunned until the end of the githyanki's next turn. On a successful save, the target takes half as much damage and isn't stunned.

Spellcasting (Psionics). The githyanki casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *light, mage hand* (the hand is invisible)
3/day each: *jump, nondetection* (self only)
1/day each: plane shift, telekinesis

BONUS ACTIONS

Astral Step (Recharge 4–6). The githyanki teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

GITHYANKI PYROMIND

Pyrominds are githyanki who have mastered the control and manipulation of fire through their psionic abilities. They are able to imbue their weapons with fire energy, cause foes to spontaneous combust, fill a large area with flames, and cause a fiery explosion from a great distance.

GITHYANKI PYROMIND

Medium Humanoid (Gith), Typically Lawful Evil

Armor Class 14 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Con +5, Int +7, Wis +5
Damage Resistances fire
Senses passive Perception 12
Languages Gith
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The githyanki makes two Dagger attacks. It can use Combustion, Rolling Flame, or Detonation in place of one of these attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage plus 10 (3d6) psychic damage.

Combustion. One creature or object the githyanki can see within 120 feet of it must make a DC 15 Constitution save. On a failed save, the target takes 27 (5d10) fire damage and it catches on fire, taking 5 (1d10) fire damage at the end of each of its turns until the githyanki's concentration is broken (as if concentrating on a spell) or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage.

Rolling Flame (Recharge 5–6). The githyanki creates fire in a 20-foot-cube within 5 feet of it. The fire lasts until the githyanki's concentration is broken (as if concentrating on a spell). Any creature in that area and any creature that ends its turn there takes 5 (1d10) fire damage. As a bonus action, the githyanki can move the cube up to 10 feet.

Detonation (Recharges after a Long Rest). The githyanki creates a fiery explosion at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw. On a failed save, a creature takes 42 (12d6) fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Spellcasting (Psionics). The githyanki casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *light, fire bolt* (3d10), *mage hand* (the hand is invisible)
3/day each: *burning hands, jump, nondetection* (self only)
1/day each: plane shift, telekinesis

BONUS ACTIONS

Astral Step (Recharge 4–6). The githyanki teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

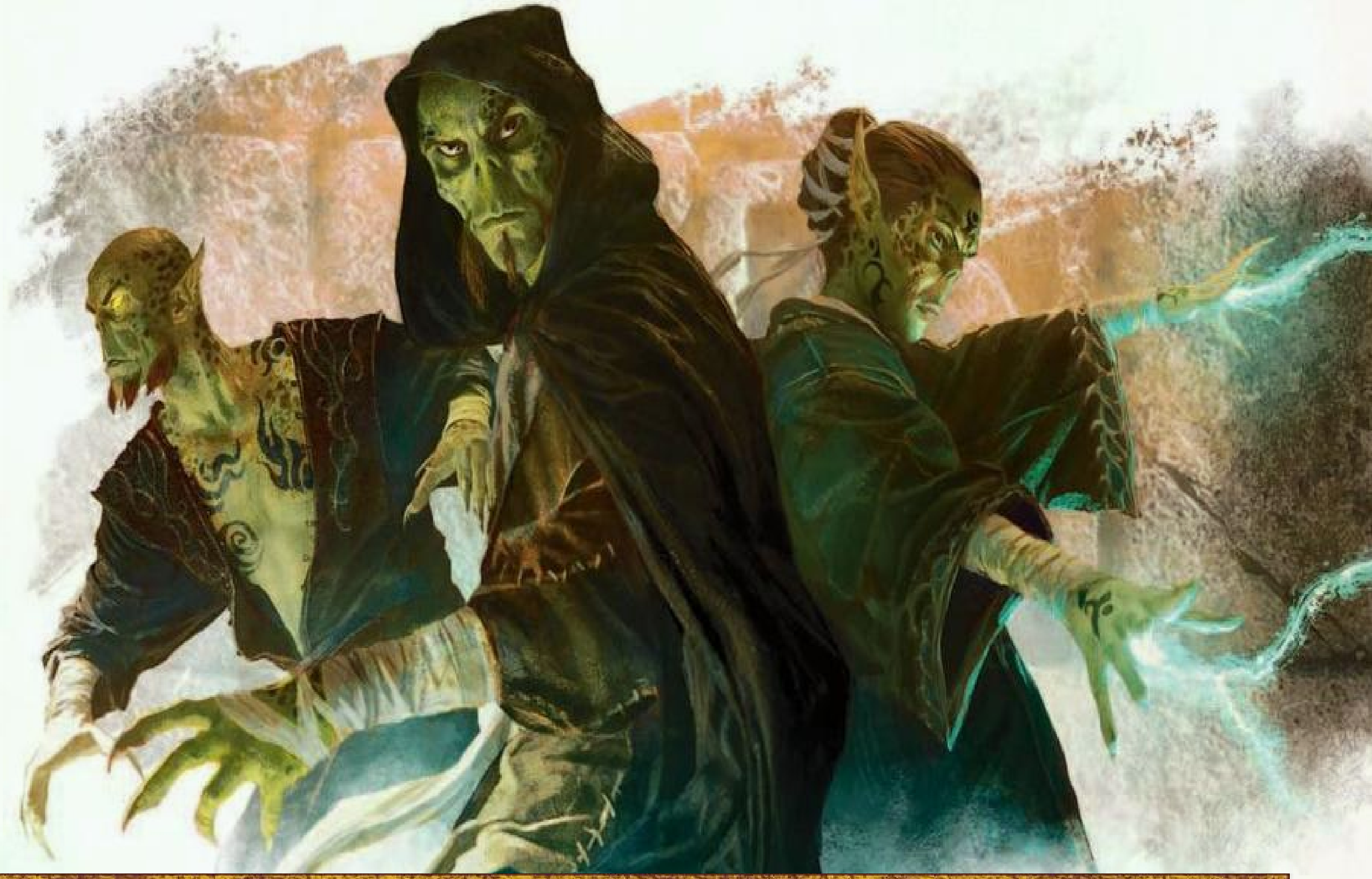
Githzerai

Githzerai Cenobite

Cenobites are ascetic githzerai that are highly skilled in the art of unarmed combat. Cenobites do not rely on armor or weapons, and only utilize spell-like psionic abilities aimed to augment its fighting abilities. They are able to read and predict the movements of their enemies and respond with deadly accuracy.

Githzerai Lightning Fist

Lightning fists are githzerai that have mastered the use of electricity. Lightning crackles constantly from their fists. Using its psionic abilities, these giths can hurl bolts of lightning, unleash a line of lightning through its enemies while riding through the light and electricity and teleporting to a new position, and create a devastating explosion of lightning and thunder in an area of their choosing.



Githzerai Cenobite

Medium Humanoid (Gith), Typically Lawful Neutral

Armor Class 16
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	16 (+3)	10 (+1)

Saving Throws Str +3, Dex +5, Int +3, Wis +5
Skills Insight +5, Perception +5
Senses passive Perception 15
Languages Gith
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The githzerai makes two Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 9 (2d8) psychic damage.

Spellcasting (Psionics). The githzerai casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

At will: *mage hand* (the hand is invisible)
3/day each: *jump, see invisibility*

Bonus Actions

Trace Chance (Recharge 5–6). The githzerai chooses a target it can see within 30 feet of it. The githzerai gains advantage on the next melee attack roll it makes this turn against the target and if it hits, it is a critical hit.

Reactions

Protective Shield (4/Day). When the githzerai is hit by an attack roll, it gains a +5 bonus to his AC until the start of its next turn, which can cause the triggering attack roll to miss.

Slow Fall. When the githzerai falls, it reduces any falling damage it takes by 50.

GITHZERAI SHADOWMIND

Githzerai shadowminds are martial artists that are able to create psychic static that disrupts their enemies' ability to think clearly and defend themselves properly. They are highly valued by githzerai war bands for their ability to create openings, leave targets vulnerable, and break the concentration of enemy spellcasters.

GITHZERAI LIGHTNING FIST

Medium Humanoid (Gith), Typically Lawful Neutral

Armor Class 18
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	16 (+3)	18 (+4)	10 (+0)

Saving Throws Str +5, Dex +8, Int +7, Wis +8
Skills Insight +8, Perception +8
Senses passive Perception 18
Languages Gith
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes two Unarmed Strike attacks and uses Hungry Lightning. It can use Lightning Leap or Storm Clap in place of Hungry Lightning.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage plus 9 (2d8) psychic damage plus 4 (1d8) lightning damage.

Hungry Lightning. The githzerai lashes out at one creature it can see within 60 feet of it with tendrils of lightning. The target must make a DC 16 Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Leap (Recharge 5–6). The githzerai lets loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The githzerai then teleports to an unoccupied space touched by opposite end of the line.

Storm Clap (Recharges after a Long Rest). The githzerai chooses a point it can see within 60 feet of it. Thunder and lightning energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make DC 16 Constitution saving throw. On a failed save, a creature takes 17 (5d6) lightning and 17 (5d6) thunder damage and is stunned until the end of the githzerai's next turn. On a successful save, a creature takes half as much damage and isn't stunned.

Spellcasting (Psionics). The githzerai casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *mage hand* (the hand is invisible)
3/day each: *jump, see invisibility, thunder clap*
1/day: *haste*

REACTIONS

Protective Shield (4/Day). When the githzerai is hit by an attack roll, it gains a +5 bonus to his AC until the start of its next turn, which can cause the triggering attack roll to miss.

Slow Fall. When the githzerai falls, it reduces any falling damage it takes by 50.

GITHZERAI SHADOWMIND

Medium Humanoid (Gith), Typically Lawful Neutral

Armor Class 17
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Str +4, Dex +6, Int +6, Wis +7
Skills Insight +10, Perception +10
Senses passive Perception 20
Languages Gith
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes two Unarmed Strike attacks and uses Daze, Distracting Haze, or Mind Storm, if available.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) force damage plus 13 (3d8) psychic damage.

Daze. One creature the githzerai can see within 60 feet of it must make a DC 15 Intelligence saving throw. On a failed save, the target is incapacitated until the end of its next turn or until it takes damage.

Distracting Haze. One creature the githzerai can see within 60 feet of it must make a DC 15 Intelligence saving throw. On a failed save, the target takes 16 (3d10) psychic damage and can't see anything more than 10 feet from it until the githzerai's concentration is broken (as if concentrating on a spell). On a successful save, it takes half as much damage.

Mind Storm (Recharges after a Long Rest). The githzerai chooses a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Wisdom saving throw. On a failed save, the target takes 36 (8d8) psychic damage and suffers disadvantage on all saving throws until the end of the githzerai's next turn. On a successful save, a creature takes half as much damage.

Spellcasting (Psionics). The githzerai casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

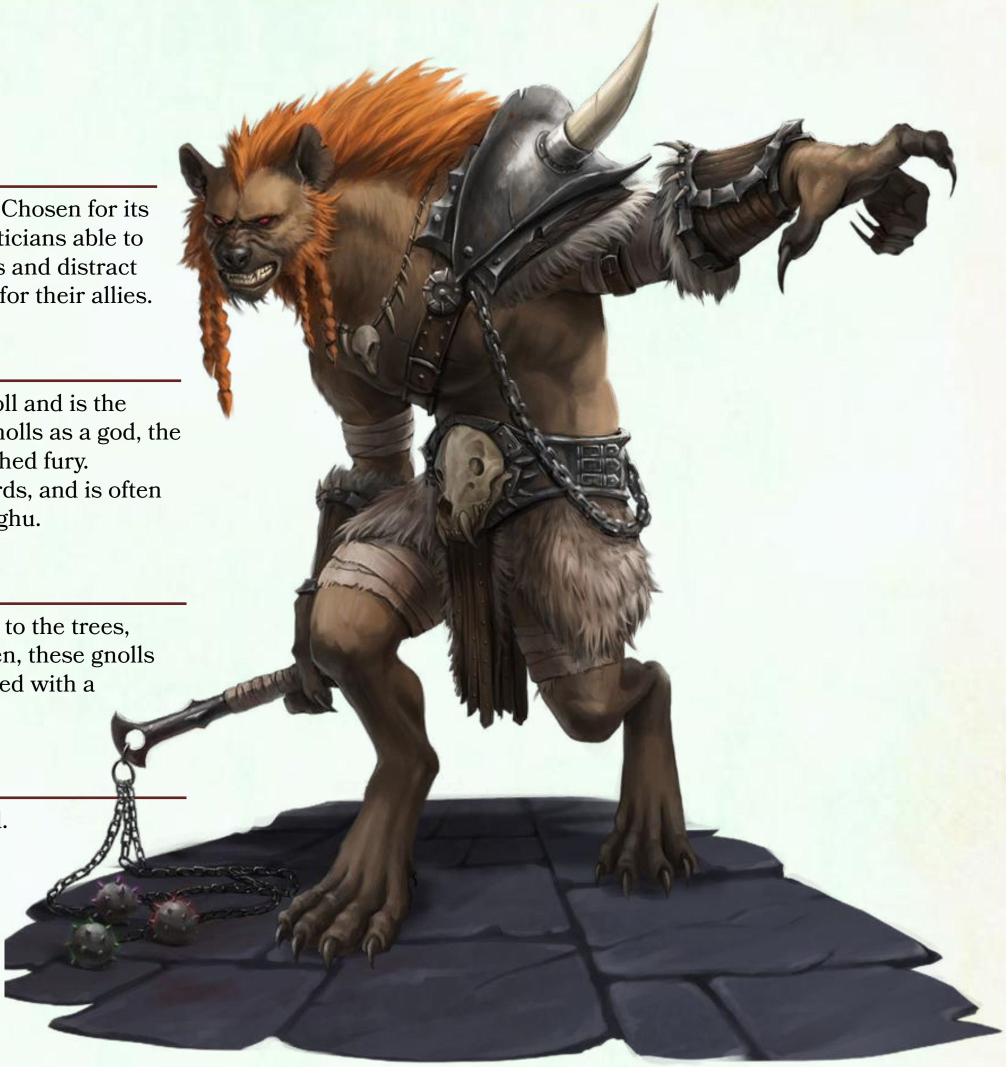
At will: *mage hand* (the hand is invisible)
3/day each: *jump, mind spike, see invisibility*
1/day: *telekinesis*

REACTIONS

Protective Shield (4/Day). When the githzerai is hit by an attack roll, it gains a +5 bonus to his AC until the start of its next turn, which can cause the triggering attack roll to miss.

Slow Fall. When the githzerai falls, it reduces any falling damage it takes by 50.

GNOLLS



FLIND CAPTAIN

Flind captains stand at the head of its warbands. Chosen for its strength and cunning, captains are battlefield tacticians able to maneuver their allies into advantageous positions and distract their foes with their attacks to create an opening for their allies.

FLIND QUEEN

The brutal flind queen is twice the size of any gnoll and is the most favored gnoll of Yeenoghu. Revered by all gnolls as a god, the flind queen is a bloodthirsty warrior with unmatched fury.

She is never without her cadre of flind bodyguards, and is often bestowed with a pack of loyal shoosuva by Yeenoghu.

GNOLL ARCHER

Spread out across its territory, gnoll archers take to the trees, scouting for food and intruders. Skilled marksmen, these gnolls are also adept melee fighters and are always armed with a pair of handaxes in case an enemy gets too close.

GNOLL BERSERKER

Berserkers are the frontline of any gnoll warband. These vicious and bloodthirsty creatures rush recklessly into battle ahead of its warband.

FLIND CAPTAIN

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 18 (chain mail, shield)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Con +9, Wis +6
Skills Intimidation +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Gnoll
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a Bite attack as a bonus action while within 10 feet of the flind.

Distracting Strike (1/Turn). When the flind hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the flind has advantage if the attack is made before the start of the flind's next turn.

ACTIONS

Multiattack. The flind makes one Flail of Chaos attack, one Flail of Pain attack, and one Flail of Paralysis attack, or it makes three Longbow attacks.

Flail of Chaos. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 17 Wisdom saving throw. On a failed save, the target must use its reaction, if available, to make one melee attack against a random creature, other than the flind, within its reach. If there's no creature within reach, the target instead moves half its speed in a random direction.

Flail of Pain. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 16 (3d10) psychic damage.

Flail of Paralysis. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed until the end of its next turn.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this flind that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

REACTIONS

Command Retaliate. In response to a creature missing the flind with a melee attack and the attacker is visible to the flind, it can target an ally within 5 feet of the creature. If the ally can see and hear the flind, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Flind Queen

Large Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 19 (splint, shield)
Hit Points 218 (19d10 + 114)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Con +11, Wis +8
Skills Intimidation +7, Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Gnoll
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a Bite attack as a bonus action while within 10 feet of the flind.

Legendary Resistance (1/Day). If the flind fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The flind makes one Flail of Chaos attack, one Flail of Pain attack, one Flail of Paralysis attack, and one Bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Flail of Chaos. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target must make a DC 19 Wisdom saving throw. On a failed save, the target must use its reaction, if available, to make one melee attack against a random creature, other than the flind, within its reach. If there's no creature within reach, the target instead moves half its speed in a random direction.

Flail of Pain. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage plus 16 (3d10) psychic damage.

Flail of Paralysis. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target must succeed on a DC 19 Constitution saving throw or be paralyzed until the end of its next turn.

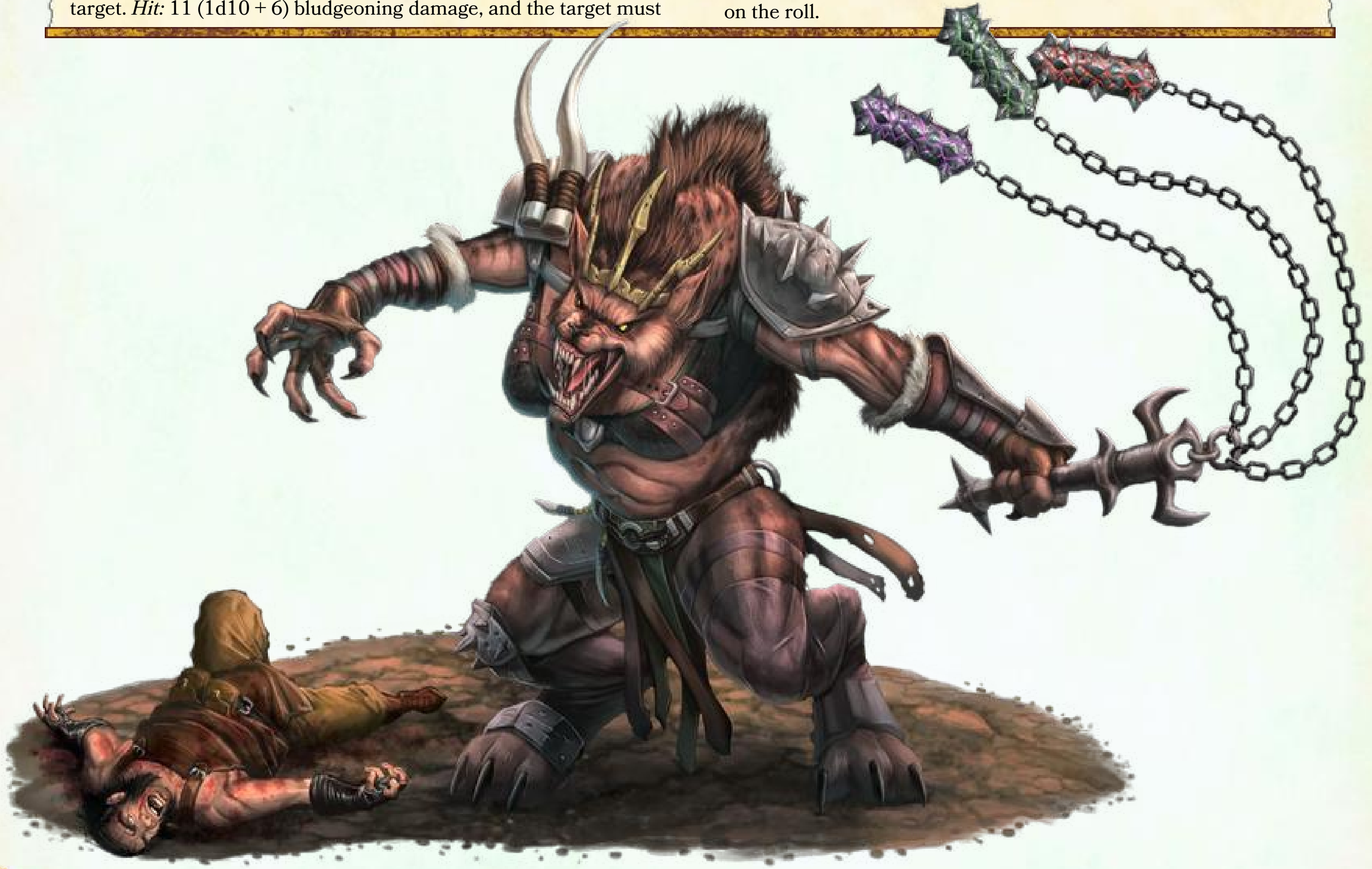
Spellcasting. The flind casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *detect magic*
1/day each: *dispel magic, fear, invisibility*

Legendary Actions

The flind can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The flind regains spent legendary actions at the start of its turn.

Charge. The flind moves up to its speed.
Bite. The flind makes a Bite attack.
Cast a Spell (Costs 2 Actions). The flind uses Spellcasting.
Battlefield Savagery (Costs 3 Actions). Up to three allies within 60 feet of the flind that can hear it can use their reactions to move up to half its speed and make one melee attack each with advantage on the roll.



GNOLL ARCHER

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The gnoll makes two Handaxe attacks or two Longbow attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

BONUS ACTIONS

Rampage. After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

GNOLL CHAMPION OF YEENOGHU

Exceptional gnoll warriors that show unmatched savagery in combat are chosen to become champions of Yeenoghu. They are able to invoke the wrath of their deity, imbuing their flails with additional magical abilities. As they mature, gain more kills, and prove their worth, they eventually receive Yeenoghu's gift - a transformation to a Flind.

GNOLL BERSERKER

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 13 (hide armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 2 (450 XP) **Proficiency Bonus** +2

Reckless. At the start of its turn, the gnoll can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The gnoll makes two Greataxe attacks or two Longbow attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Rampage. After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

GNOLL CHAMPION OF YEENOGHU

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 18 (chain mail, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +6, Wis +4
Skills Intimidation +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Gnoll
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Wrath of Yeenoghu (1/Turn). When the gnoll hits a creature with a Flail attack, roll 1d6 to determine what effect happens.

1-2: The target takes 16 (3d10) psychic damage.

3-4: The target must make a DC 14 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

5-6: The target must succeed on a DC 14 Constitution saving throw or be paralyzed until the end of its next turn.

ACTIONS

Multiattack. The gnoll makes three Flail attacks or three Longbow attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage

BONUS ACTIONS

Rampage. After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

REACTIONS

Parry. The gnoll adds 2 to its AC against one melee attack that would hit it. To do so, the gnoll must see the attacker and be wielding a melee weapon.

Gnoll Sharpshooter

Gnoll sharpshooters are the highly skilled archers of any gnoll warband. Before their war parties attack, the sharpshooters position themselves in high vantage points. When the fighting starts, they pick off the most dangerous soft targets, such as enemy spellcasters, healers, and artillerists.

Gnoll Sharpshooter

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 16 (studded leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +5, Survival +3
Senses darkvision 60 ft., passive Perception 15
Languages Gnoll
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sharpshooter. The gnoll's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the gnoll's ranged weapon attack rolls.

Actions

Multiattack. The gnoll makes two Scimitar attacks or three Longbow attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

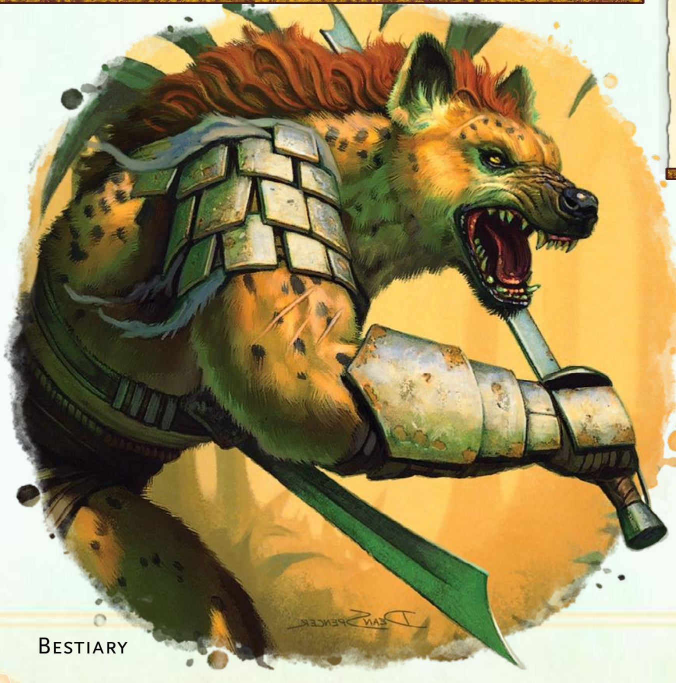
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Rampage. After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Steady Aim (3/Day). The gnoll takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the gnoll deals an extra 7 (2d6) damage with each of its ranged weapon attacks against the target.



Gnoll Skirmisher

Skirmishers wait for the warriors of their war party to engage their enemies before rushing from the weak side to gain advantage. They can nimbly move from one opponent to another, applying hit and run tactics with quick, sharp thrusts from their wicked spears.

Gnoll Skirmisher

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 2 (450 XP) **Proficiency Bonus** +2

Skirmish Advantage. Once per turn, when the gnoll attacks while in a space that is at least 15 feet away from where it started its turn, it gains advantage on that attack roll.

Actions

Multiattack. The gnoll makes two melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Whip. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

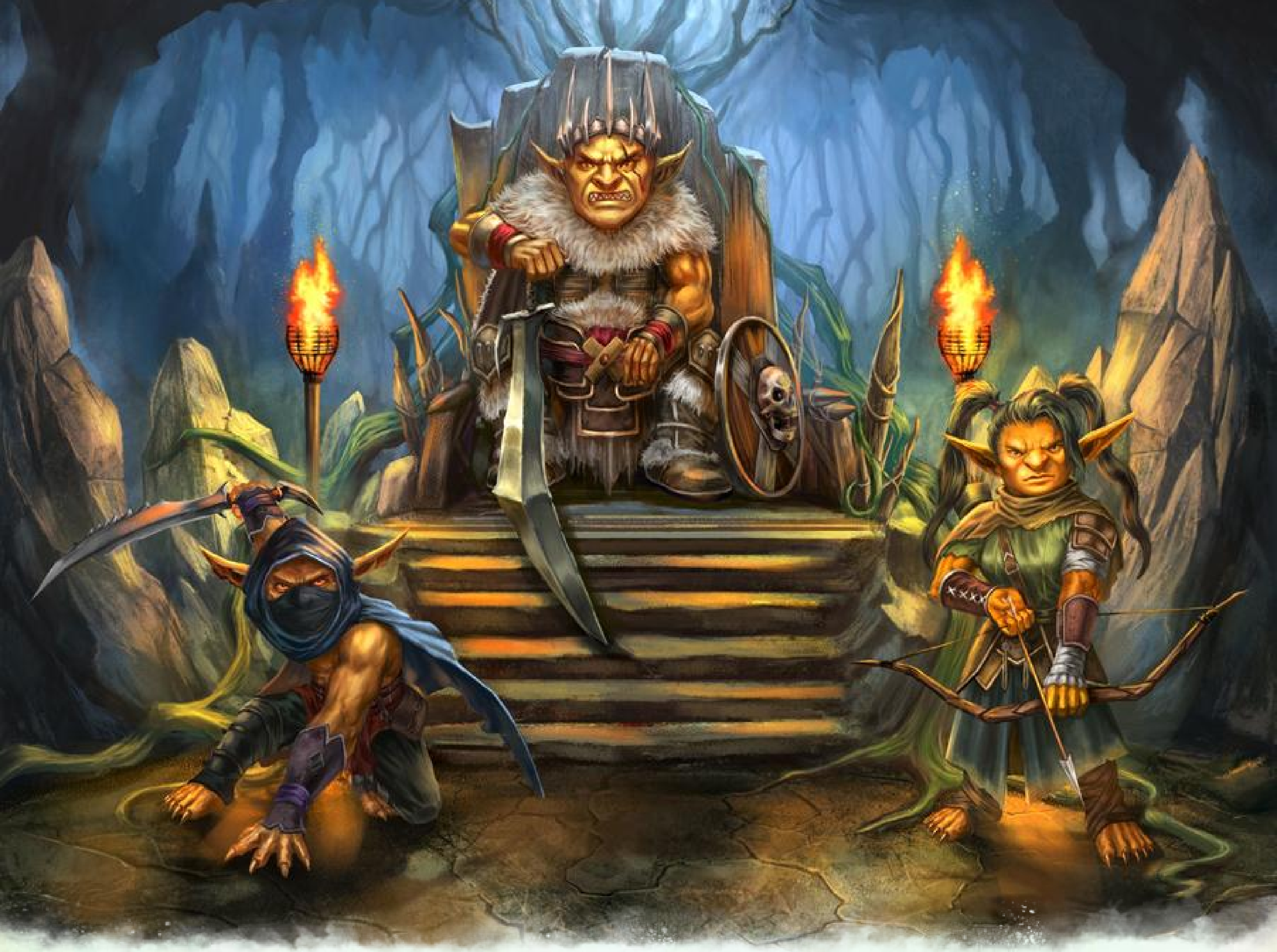
Bonus Actions

Rampage. After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Lightfooted. The gnoll takes the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the gnoll can see ends its turn within 5 feet of it, the gnoll can move up to half its speed. This movement doesn't provoke opportunity attacks.



GOBLINS

GOBLIN ARCHER

The goblin archer is a highly skilled hunter and a sharpshooter with the shortbow. A target's cover does little to deter the aim of a goblin archer.

GOBLIN ASSASSIN

The most talented of goblin sneaks and thugs eventually become assassins. Nimble and agile, these goblins are sent by their chieftains to take out key enemy targets, such as guard captains, village elders, town mayors, and priests, without getting noticed.

GOBLIN MONARCH

The most powerful goblin chieftain in the region often takes the mantle of the goblin king or queen, who alone can mobilize all goblin tribes within its territory for war. This means the goblin king is well-known and may have uneasy alliances with evil giants, orcs, and other goblinoids.

Its presence both terrorizes and rallies its underlings, who fall over themselves trying to follow and satisfy their king's every whim and command.

GOBLIN SORCERER

A goblin sorcerer is treated as a hero by its kin, as it is very rare for a goblin to practice the arcane arts, especially one that can cast fireball - the most hated and feared spell of the goblins. Due to this ability, a goblin sorcerer becomes a tribe's leader or one of the chieftain's advisers.

While adventurers usually prepare for the occasional hobgoblin, bugbear, or goblin chieftain to be the leader of a den, they find themselves rudely surprised – and sometimes killed – by a wild fireball straight from the spindly fingers of a grinning goblin sorcerer.

GOBLIN WORG RIDER

Goblin rangers who are adept at handling and taking care of wolves and worgs eventually become worg riders. These goblins are adept at mounted combat. They favor the scimitar and javelin as their weapons. They take advantage of the worg's insatiable appetite for killing as they charge into battle.

GOBLIN ARCHER

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 15 (studded leather)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Sharpshooter. The goblin's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the goblin's ranged weapon attack rolls.

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

GOBLIN ASSASSIN

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Dex +6, Int +3
Skills Acrobatics +8, Deception +1, Perception +2, Stealth +8
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Assassinate. During its first turn, the goblin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the goblin scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). The goblin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

GOBLIN MONARCH

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 18 (breastplate, shield)
Hit Points 78 (12d6 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +6, Int +4
Skills Deception +5, Perception + 4, Stealth +9
Senses darkvision 60 ft., passive Perception 14
Languages Goblin
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Aura of Fervor. The goblin's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the goblin, provided it isn't incapacitated.

Legendary Resistance (1/Day). If the goblin fails a saving throw, it can choose to succeed instead.

Sneak Attack (1/Turn). The goblin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The goblin makes two Scimitar attacks or two Shortbow attacks.

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

LEGENDARY ACTIONS

The goblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Shift. The goblin moves up to half its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The goblin makes a Scimitar or Shortbow attack.

Goblin Brigade (Costs 3 Actions). Up to 4 goblinoid allies within 30 feet of the goblin and can see and hear the goblin can use their reaction to move up to their speed and make one melee weapon attack.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN SORCERER

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 12 (15 with *mage armor)*
Hit Points 24 (7d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	15 (+2)

Skills Arcana +3, Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Scorch Strike. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 13 (2d10 + 2) fire damage.

Spellcasting. The goblin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *mage hand, message, minor illusion*
1/day each: *burning hands, blindness/deafness, fireball, hold person, levitate, mage armor*

BONUS ACTIONS

Heightened Spell (1/Day). When the goblin casts a spell that forces a creature to make a saving throw to resist the spell's effects, the goblin gives one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell (2/Day). The goblin uses Spellcasting.

Nimble Escape. The goblin takes the Disengage or Hide action.

REACTIONS

Shield (2/Day). The goblin casts *shield* using Charisma as the spellcasting ability.

GOBLIN WORG RIDER

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 14 (studded leather)
Hit Points 17 (5d6)
Speed 30 ft. (or 50 ft. while mounted)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+0)	13 (+1)	9 (-1)

Skills Animal Handling +5, Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Mounted Advantage. While mounted, the goblin has advantage on melee attack rolls against a Medium or smaller creature.

Mounted Charge. If the goblin, while mounted, moves at least 10 feet straight toward a creature and then hits it with a melee attack on the same turn, the target takes an extra 3 (1d6) weapon damage and must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the goblin's worg mount can use its reaction to make one Bite attack against it.

ACTIONS

Multiattack. The goblin makes two Scimitar attacks or two Javelin attacks. It can use Worg Bite in place of one of these attacks.

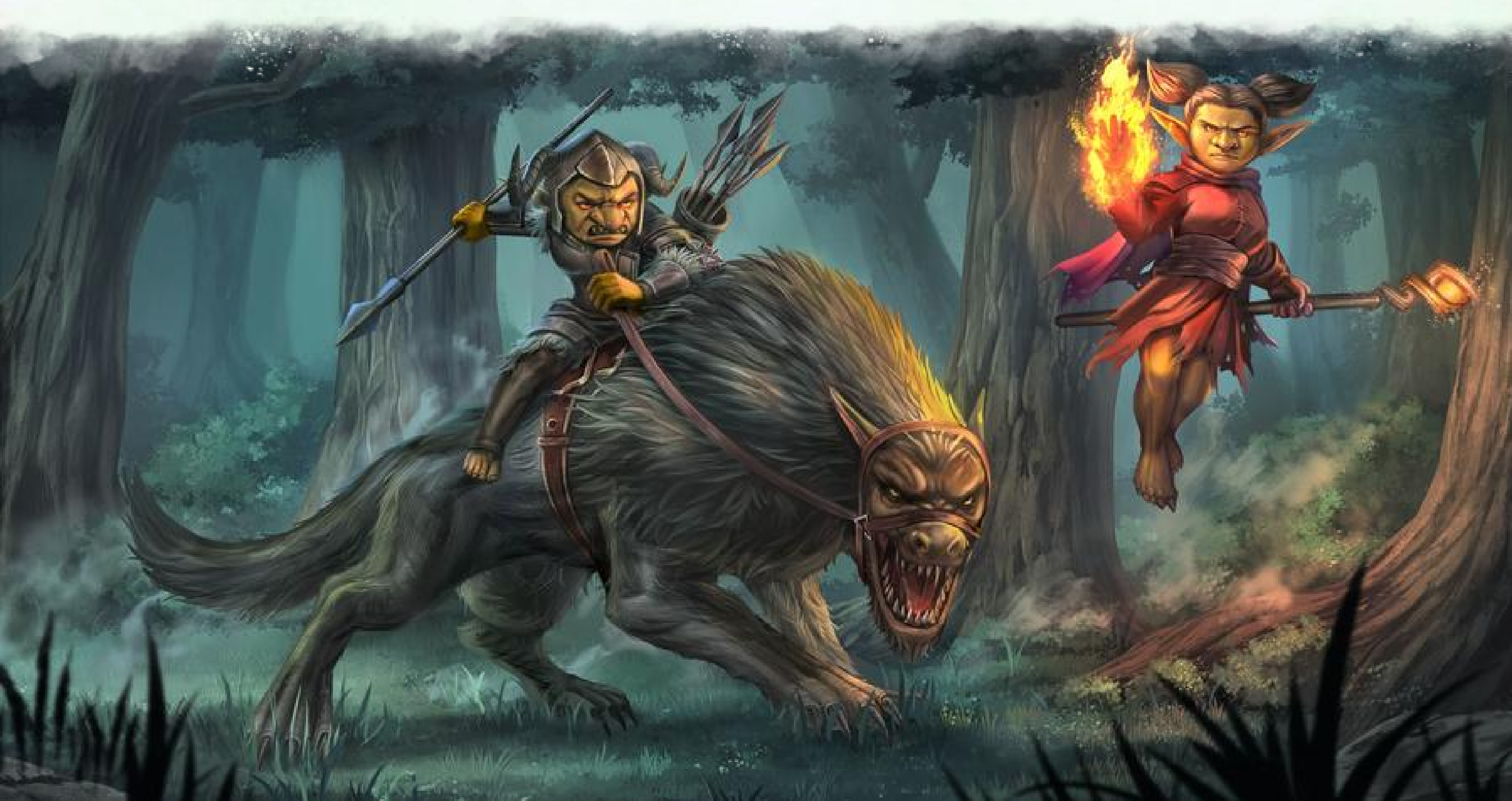
Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

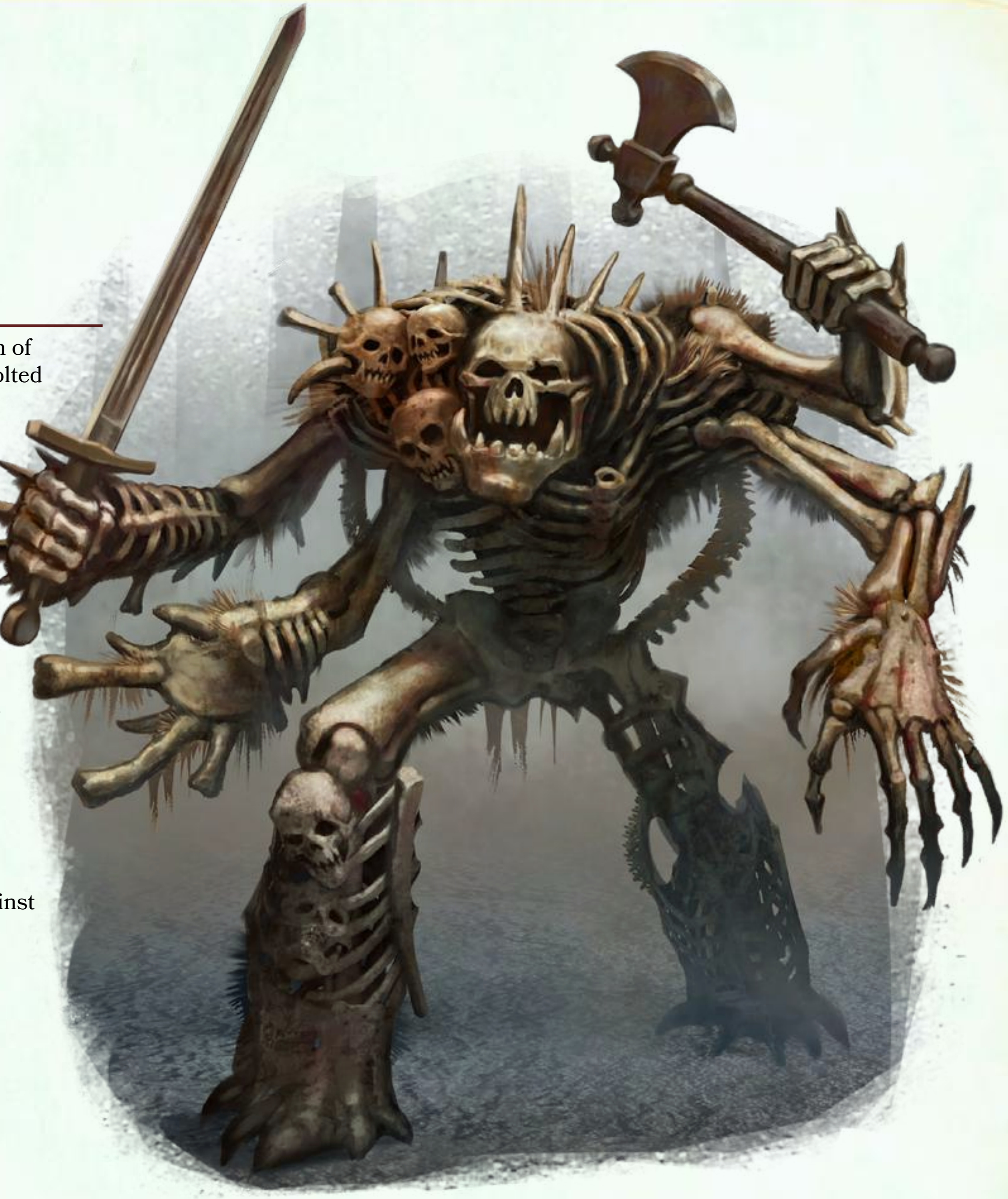
Worg Bite (While Mounted Only). The goblin's worg mount can use its reaction to make a Bite attack.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.



GOLEMS



BONE GOLEM

A bone golem is a horrific combination of giant-sized skeleton parts magically bolted and sutured together to form a humanoid-shaped figure about 9-feet tall. It has for four massive skeletal arms, two of which hold giant-sized weapons.

In combat, the bone golem fights like a brute, hacking at each foe with its weapons and pair of oversized clubbed arms. Against large groups, the skeletal construct can become a deadly machine, able to charge in a straight line and spin its upper body around at the same time, striking all targets within reach of its arms and weapons.

Bone golems are often created by necromancers to serve as guards and as an extra precaution against divine spellcasters that may be prepared against their undead armies.

BONE GOLEM

Large Construct, Unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	1 (-5)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes one Longsword attack, one Battleaxe attack, and two Slam attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

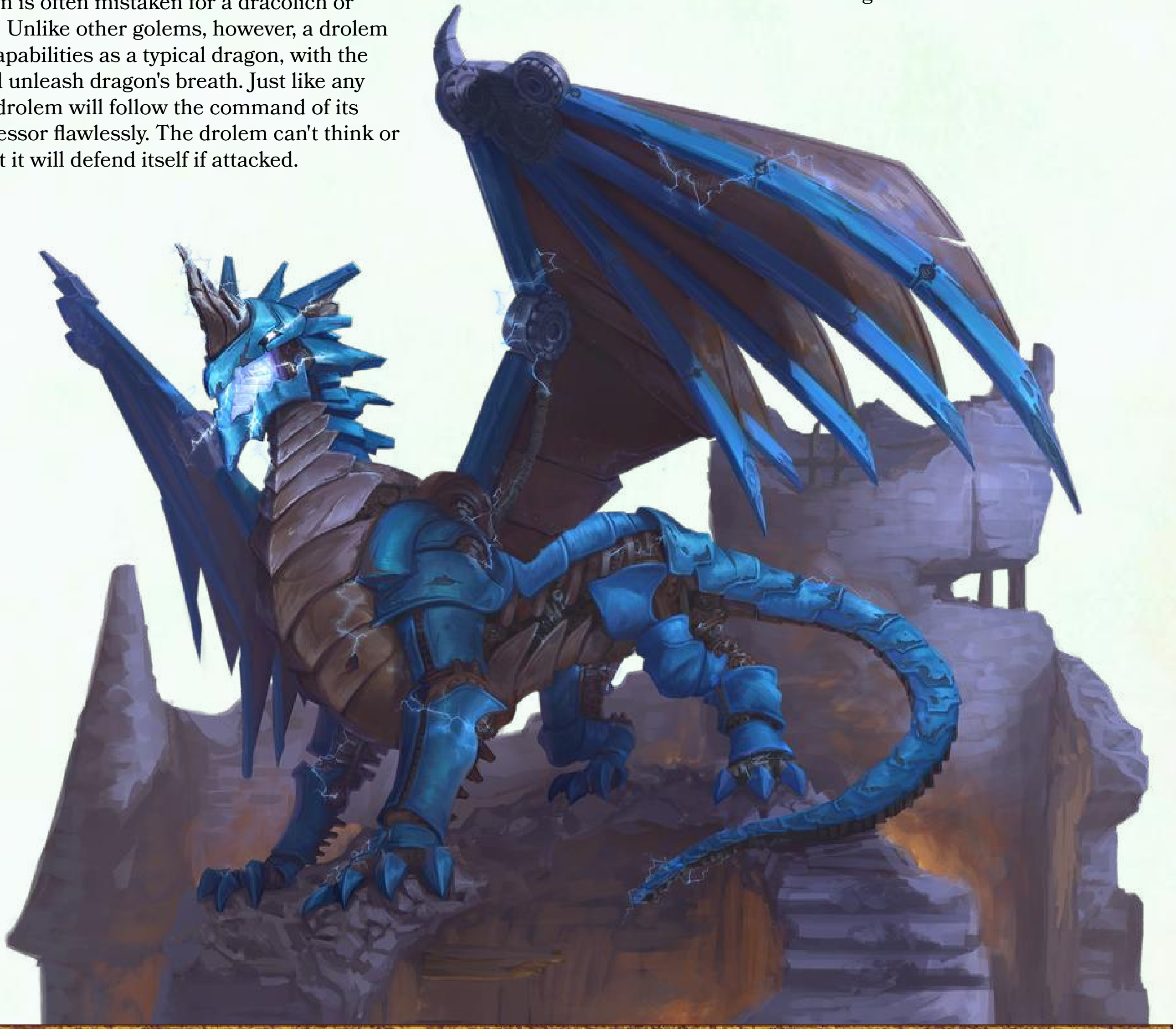
Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirling Weapons (Recharge 5–6). The golem moves up to its walking speed in a straight line and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw, taking 23 (4d8 + 5) slashing damage and 23 (4d8 + 5) bludgeoning damage.

DROLEM

A drolem is a mighty construct that always resembles a mechanical or skeletal (or a mix of both) dragon. With the latter form, the drolem is often mistaken for a dracolich or undead dragon. Unlike other golems, however, a drolem has the same capabilities as a typical dragon, with the ability to fly and unleash dragon's breath. Just like any other golem, a drolem will follow the command of its creator or possessor flawlessly. The drolem can't think or act for itself, but it will defend itself if attacked.

Drolem's Breath. A drolem is fashioned from the remains of a specific dragon, which determines its breath attack. For example, a drolem created from the corpse of a red dragon will always have a breath attack that deals fire damage.



DROLEM, LARGE

Large Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	8 (-1)

Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Immutable Form. The drolem is immune to any spell or effect that would alter its form.

Magic Resistance. The drolem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The drolem's weapon attacks are magical.

Unusual Nature. The drolem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The drolem makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) acid, cold, fire, lightning, or poison damage (depending on drolem type).

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Dragon's Breath (Recharge 5–6). The drolem exhales acid, cold, fire, lightning, or poison (depending on drolem type) in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 35 (10d6) acid, cold, fire, lightning, or poison damage on a failed save, or half as much damage on a successful one.

Drolem, Huge

Huge Construct, Unaligned

Armor Class 19 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	6 (-2)	8 (-1)	10 (+0)

Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Immutable Form. The drolem is immune to any spell or effect that would alter its form.

Magic Resistance. The drolem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The drolem's weapon attacks are magical.

Unusual Nature. The drolem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The drolem can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) acid, cold, fire, lightning, or poison damage (depending on drolem type).

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Dragon's Breath (Recharge 5–6). The drolem exhales acid, cold, fire, lightning, or poison (depending on drolem type) in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (14d6) acid, cold, fire, lightning, or poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the drolem's choice that is within 120 feet of the drolem and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the drolem's Frightful Presence for the next 24 hours.

Drolem, Gargantuan

Gargantuan construct, Unaligned

Armor Class 21 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	6 (-2)	8 (-1)	12 (+1)

Damage Resistances cold, fire, lightning
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Immutable Form. The drolem is immune to any spell or effect that would alter its form.

Magic Resistance. The drolem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The drolem's weapon attacks are magical.

Unusual Nature. The drolem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The drolem can use its Frightful Presence. It then makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 11 (2d10) acid, cold, fire, lightning, or poison damage (depending on drolem type).

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

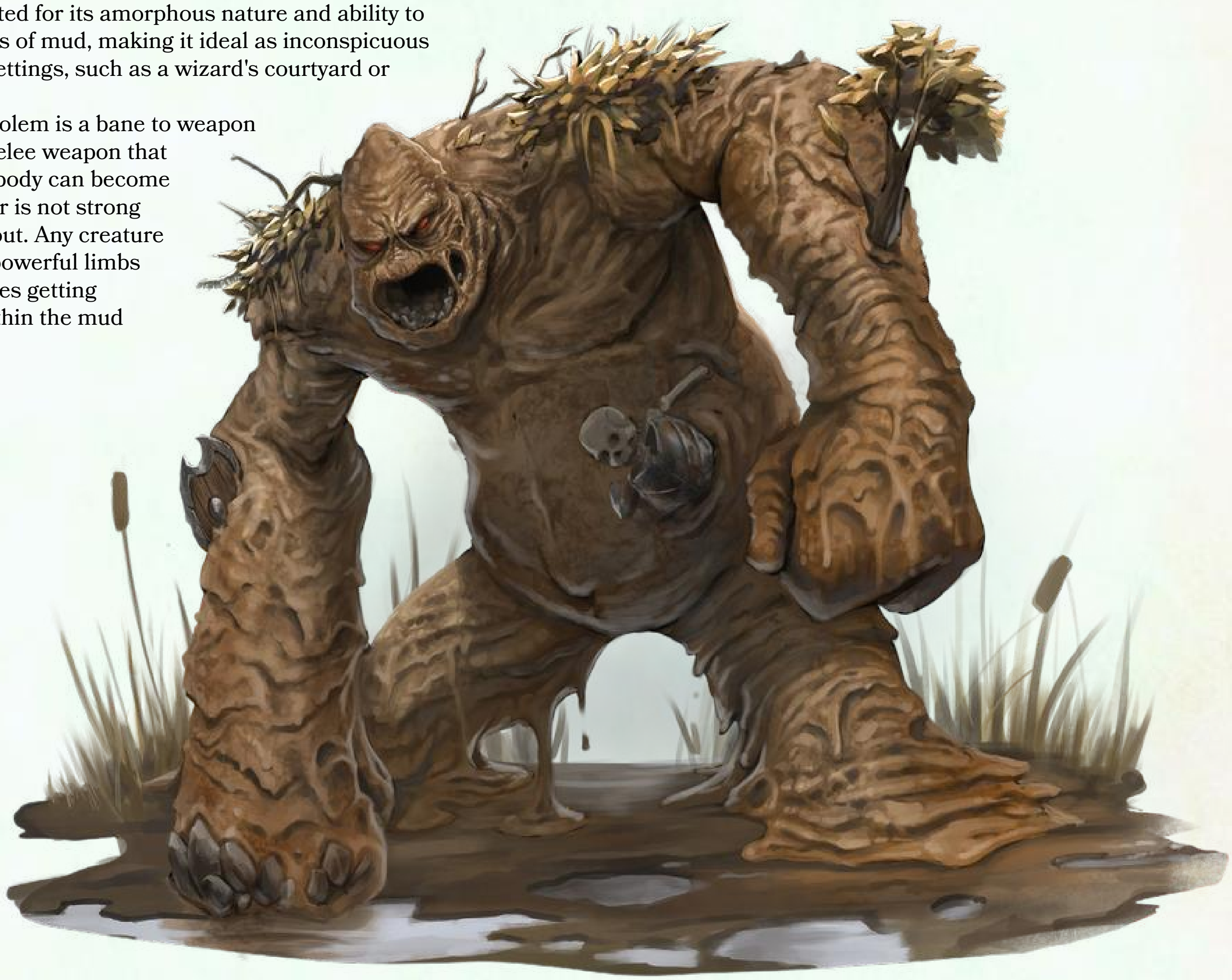
Dragon's Breath (Recharge 5–6). The drolem exhales acid, cold, fire, lightning, or poison (depending on drolem type) in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 63 (18d6) acid, cold, fire, lightning, or poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the drolem's choice that is within 120 feet of the drolem and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the drolem's Frightful Presence for the next 24 hours.

Mud Golem

Often mistaken for an earth elemental, the mud golem is a magical construct created for its amorphous nature and ability to appear as natural heaps of mud, making it ideal as inconspicuous guardians in outdoor settings, such as a wizard's courtyard or garden.

Sticky Body. A mud golem is a bane to weapon wielding foes as any melee weapon that strikes the construct's body can become stuck fast if the attacker is not strong enough to pull it back out. Any creature caught by the golem's powerful limbs will soon find themselves getting smothered to death within the mud golem's body.



Mud Golem

Large Construct, Unaligned

Armor Class 12 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	6 (-2)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amorphous. The golem can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal mudheap.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Sticky Body. When the golem is hit by a melee weapon attack, the attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the golem's body. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

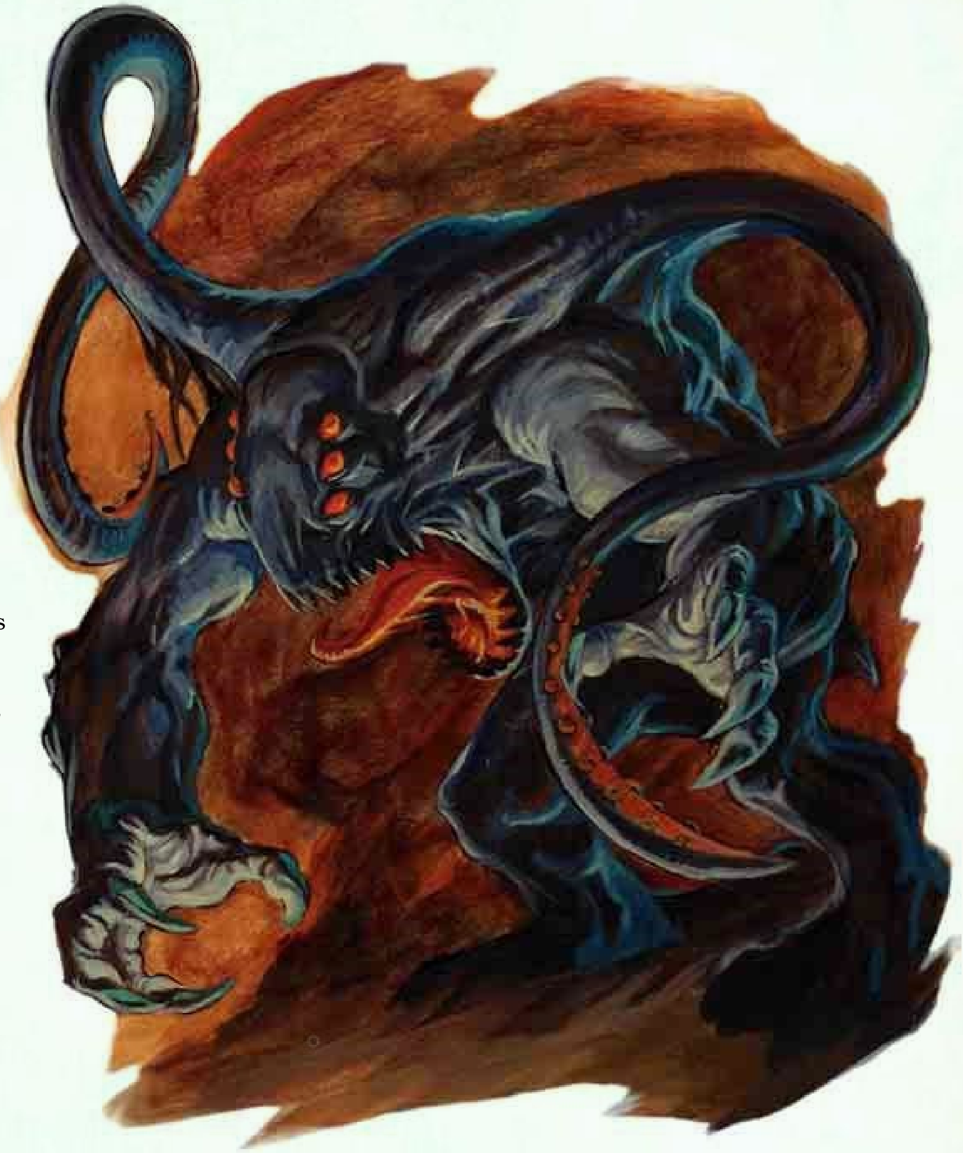
Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target takes 14 (2d8 + 5) bludgeoning damage at the start of each of the golem's turns and the golem can't use one of its Slam attacks. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The golem can grapple up to one Large creature or two Medium or smaller creatures at a time.

GRAY RENDERS



DISPLACER RENDER

Displacer renders are said to be the result of twisted experiments of combining a gray render and a displacer beast by wizards employed by the Unseelie court. Whatever reasons they may have had were never uncovered.

The gray render retains its form but is now covered in bluish-black fur with two tentacles sprouting from its back. With the gray render's powerful rage-fueled attacks, and the displacer's natural light bending abilities, the threat level of this monster is taken to an entirely new level.

DISPLACER RENDER

Large Monstrosity, Typically Chaotic Neutral

Armor Class 19 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	3 (-4)	8 (-1)	9 (-1)

Saving Throws Str +10, Con +11
Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Avoidance. If the displacer render is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer render projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer render is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer render makes one Bite attack, two Claw attacks, and two Tentacle attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is Medium or smaller, the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, plus 7 (2d6) bludgeoning damage if the target is prone.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) piercing damage.

REACTIONS

Bloody Rampage. When the displacer render takes damage, it makes one Claw or Tentacle attack against a random creature within its reach, other than its master.

Elder Gray Render

Elder gray render have grown to a massive size and are covered in tougher skin as compared to its normal brethren. These gray renders are incredibly aggressive and will return attacks as long as it is able. In addition, it can unleash a deafening roar that can drain the courage of even the mightiest warriors, rendering them nearly incapacitated for the gray render to rip apart.

Young Gray Render

Young gray renders are created from nodules that burst from the bodies of adult gray renders. They will be abandoned by their parents to fend for themselves, and some may form packs for the first few weeks in order to survive. Eventually, they will live solitary lives, consuming anything edible they come across, until they are mature enough to bond with an intelligent being.

Elder Gray Render

Huge Monstrosity, Typically Chaotic Neutral

Armor Class 20 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	4 (-3)	8 (-1)	9 (-1)

Saving Throws Str +12, Con +12
Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Actions

Multiattack. The gray render makes one Bite attack and two Claw attacks.

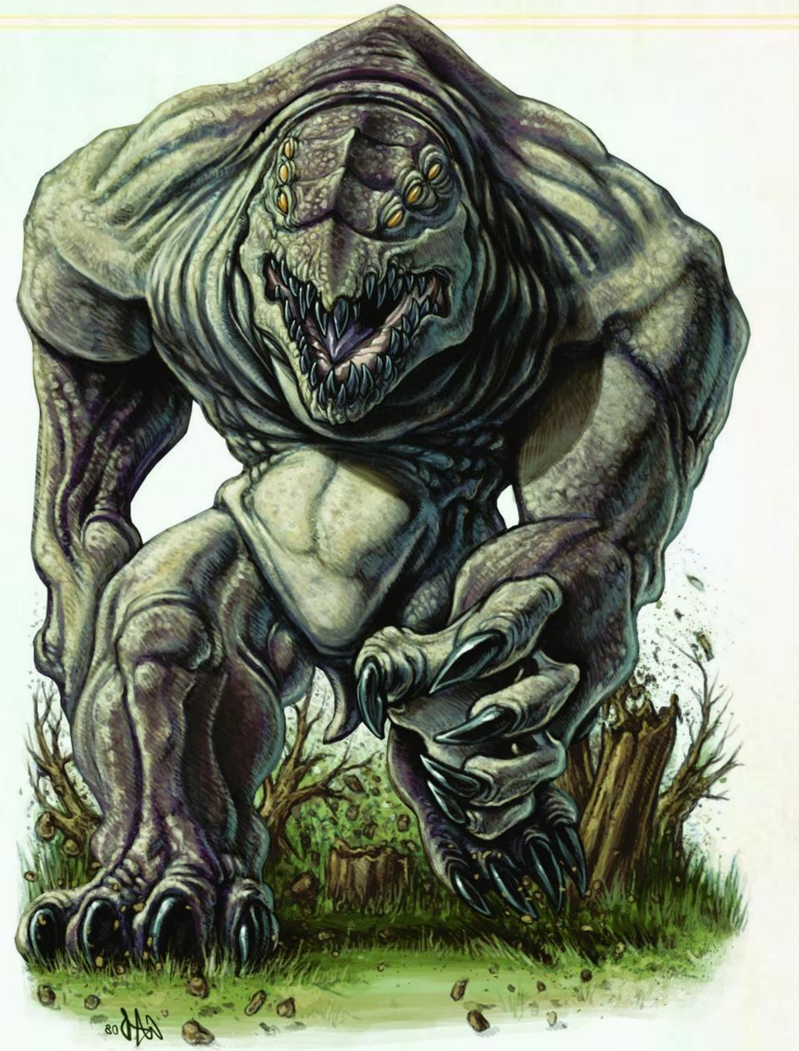
Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is Medium or smaller, the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, plus 10 (3d6) bludgeoning damage if the target is prone.

Harrowing Roar (Recharge 6). The gray render emits a loud, bloodcurdling roar. Each creature, other than its master, within 60 feet of the gray render that can hear the gray render must succeed on a DC 20 Wisdom saving throw or be frightened and deafened for 1 minute. While frightened, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effects on itself with a successful save. A target that successfully saves is immune to the Harrowing Roar of all gray renders for the next 24 hours.

Reactions

Devastating Rampage. When the gray render takes damage, it makes one Claw attack against each creature within its reach, other than its master.



Young Gray Render

Large Monstrosity, Typically Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	2 (-4)	5 (-3)	7 (-2)

Skills Perception +0
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The gray render makes one Bite attack and two Claw attacks.

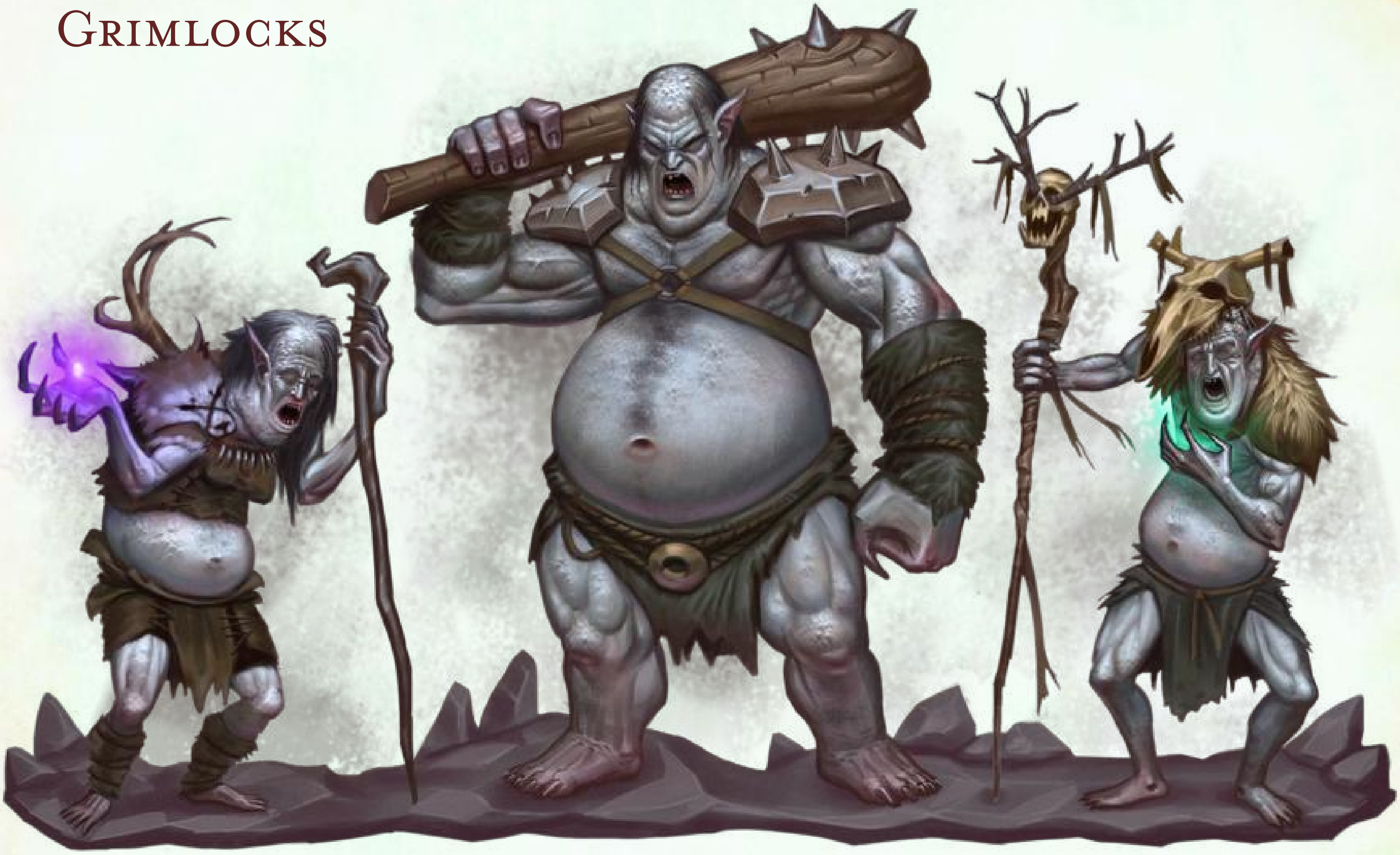
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If the target is Medium or smaller, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, plus 5 (2d4) bludgeoning damage if the target is prone.

Reactions

Wild Rampage. When the gray render takes damage, it makes one Claw attack against a random creature within its reach, other than its master. The attack is made with disadvantage on the attack roll.

GRIMLOCKS



GRIMLOCK MONARCH

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 11
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Skills Athletics +8, Perception + 7, Stealth +4
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 17
Condition Immunities blinded
Languages Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Fervor. The grimlock's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the grimlock, provided it isn't incapacitated.

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Brute. A melee weapon deals one extra die of its damage when the grimlock hits with it (included in the attack).

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day). If the grimlock fails a saving throw, it can choose to succeed instead.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The grimlock makes two Great Spiked Bone Club attacks.

Great Spiked Bone Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (2d4) piercing damage.

BONUS ACTIONS

Savage Cry (Recharges after a Short or Long Rest). The grimlock emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by Savage Cry gains advantage on attack rolls and saving throws until the start of the grimlock's next turn. All other creatures within 30 feet must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Skull Thump. Immediately after the grimlock hits with an attack roll and has advantage on the attack roll, it can force the target to make a DC 16 Constitution saving throw. On a failed save, the creature is stunned until the end of its next turn.

LEGENDARY ACTIONS

The grimlock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grimlock regains spent legendary actions at the start of its turn.

Move. The grimlock moves up to half its speed.

Bash (Costs 2 Actions). The grimlock makes a Great Spiked Bone Club attack.

Command Grimlocks (Costs 1-3 Actions). The grimlock chooses up to three allied grimlocks it can sense within 30 feet of it. If the target can hear the grimlock, the target can use its reaction to make one weapon attack. It costs 1 legendary action per target.

Grimlock Monarch

The largest, strongest, and most terrifying of all grimlocks almost always become the monarch, or overall leader, of all grimlock tribes in a territory. Despite its brutish appearance, it is a skilled and cunning commander.

Grimlock Ravager

Some grimlocks who worship the goddess Shar or Ahrimanes, demon lord of the exiles and wanderers, are sometimes tainted with their essence. These become ravagers, fearless and savage champions of their deities who live only to wreak havoc and destruction upon their enemies.

Grimlock Warlock

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 11 (or 14 with *mage armor)*
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	16 (+3)

Skills Arcana +1, Perception +1, Stealth +3
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 11
Condition Immunities blinded
Languages Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Whispering Aura. At the start of each of the grimlock's turns, each creature of its choice within 10 feet of it must succeed on a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage, provided the grimlock isn't incapacitated.

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands, plus 7 (2d6) psychic damage.

Howling Void. The grimlock opens a momentary extraplanar rift within 60 feet of it. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 12 Wisdom saving throw. On a failed save, a creature takes 9 (2d8) psychic damage and is frightened of the grimlock until the start of the grimlock's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Spellcasting. The grimlock casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *guidance, mage armor* (self only), *mage hand, minor illusion, prestidigitation*

Grimlock Witch Doctor

Grimlock witch doctors are the priests of Shar or devout worshippers of the demon lord Ahrimanes. They support grimlock war parties and serve as advisors to their chieftains. Witch doctors often have mushroom gardens near the tribe's lair, which they tend and gather stock from for their brews and concoctions.

Grimlock Witch Doctor

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 11
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	9 (-1)	14 (+2)	8 (-1)

Skills Perception +6, Religion +1, Stealth +3
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 16
Condition Immunities blinded
Languages Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

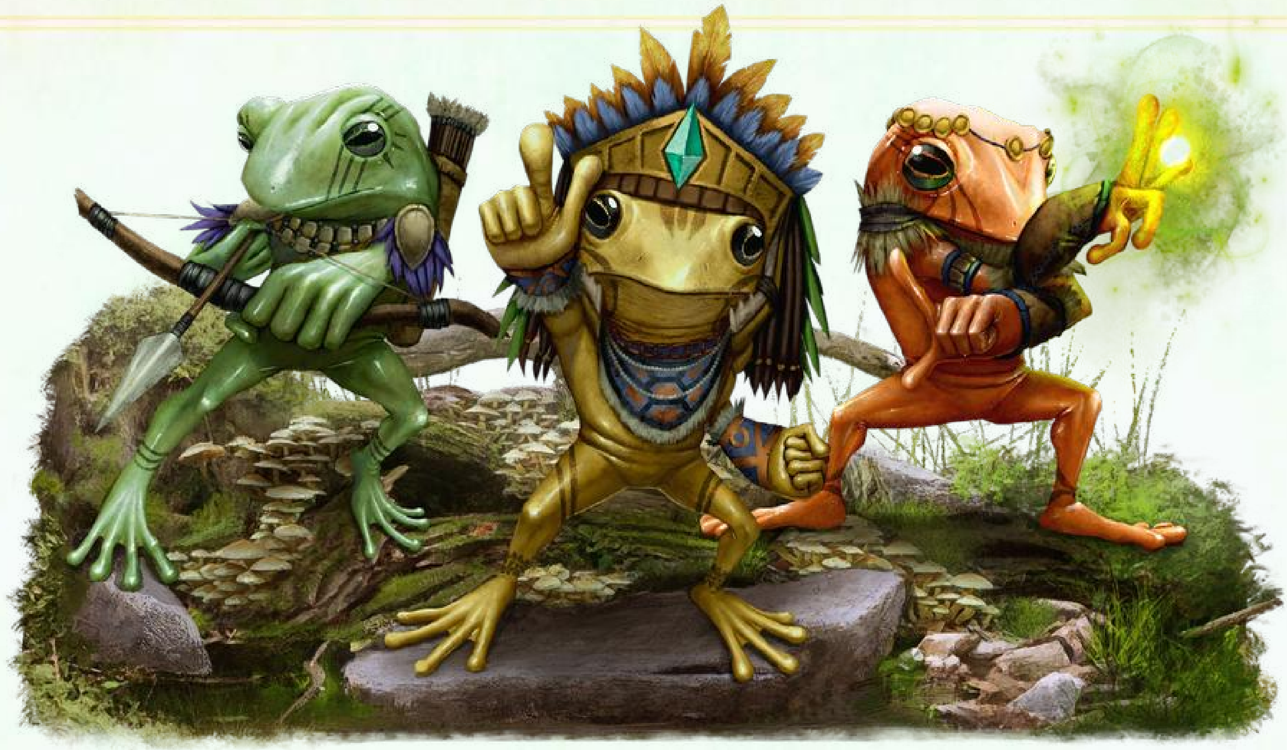
Cursed Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the grimlock's next turn.

Spellcasting. The grimlock casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, resistance, thaumaturgy*
2/day each: *blindness/deafness, cure wounds, meld into stone*
1/day each: *hold person, spirit guardians*

Reactions

Bloodstrike (Recharges after a Short or Long Rest). The grimlock grants a + 10 bonus to an attack roll made by itself or another grimlock within 30 feet of it against any creature that doesn't have all its hit points. The grimlock can make this choice after the roll is made but before it hits or misses.



GRUNGS

GRUNG HUNTER

Small Humanoid (Grung), Any Alignment

Armor Class 12
Hit Points 16 (3d6 + 6)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Grung
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

GRUNG SHAMAN

Small Humanoid (Grung), Any Alignment

Armor Class 12
Hit Points 44 (8d6 + 16)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Dex +4
Skills Athletics +2, Perception +5, Stealth +4, Survival +5
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 15
Languages Grung
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Spellcasting. The grung casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft*
3/day each: *entangle, healing word, thunderwave*
1/day each: *erupting earth, freedom of movement, stinking cloud*

GRUNG HUNTER

The crafty green-skinned grung hunters are skilled archers. Their main role is to hunt for food for the tribe and watch for any intruders that may enter their territory.

GRUNG SHAMAN

Grung shamans serve as the tribe's elder scholars and advisors. They are able to harness and manipulate the elements around them and predict the weather, helping and guiding its tribe to survive its harsh environment.

GRUNG SORCERER

Grung sorcerers are the tribe's red grung magic-users. While they provide fire, light, and warmth to the village, their primary role is artillery support to grung war parties and capturing slaves.

Just like all other sorcerers, these grungs believe that they are blessed by dragons. As such, mastering the dragon's breath spell is a grung's rite of passage to becoming a full-fledged sorcerer.

GRUNG SOVEREIGN

The golden-skinned grung sovereign stands as the leader of its tribe. Not one to shy away from battle, the sovereign leads its grung army with its strong and commanding presence and a trilling battle chirr that spurs and emboldens all grung that hear it.

GRUNG SORCERER

Small Humanoid (Grung), Any Alignment

Armor Class 12
Hit Points 22 (4d6 + 8)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Dex +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Grung
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Poison Lash. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 7 (1d10 + 2) poison damage. If the target is a creature, it is also poisoned until the end of the grung's next turn. A poisoned creature has disadvantage on saving throws made against the grung's spells.

Spellcasting. The grung casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *mage hand, minor illusion, shape water*
1/day each: *color spray, hold person, mirror image, thunderwave*

BONUS ACTIONS

Heightened Spell (1/Day). When the grung casts a spell that forces a creature to make a saving throw to resist the spell's effects, the grung gives one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell (1/Day). The grung uses Spellcasting.

GRUNG SOVEREIGN

Small Humanoid (Grung), Any Alignment

Armor Class 13
Hit Points 78 (12d6 + 36)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +5
Skills Athletics +2, Perception +3, Stealth +5, Survival +3
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Grung
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The grung makes two Dagger attacks or two Shortbow attacks. It can use Mesmerizing Chirr in place of one of these attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage.

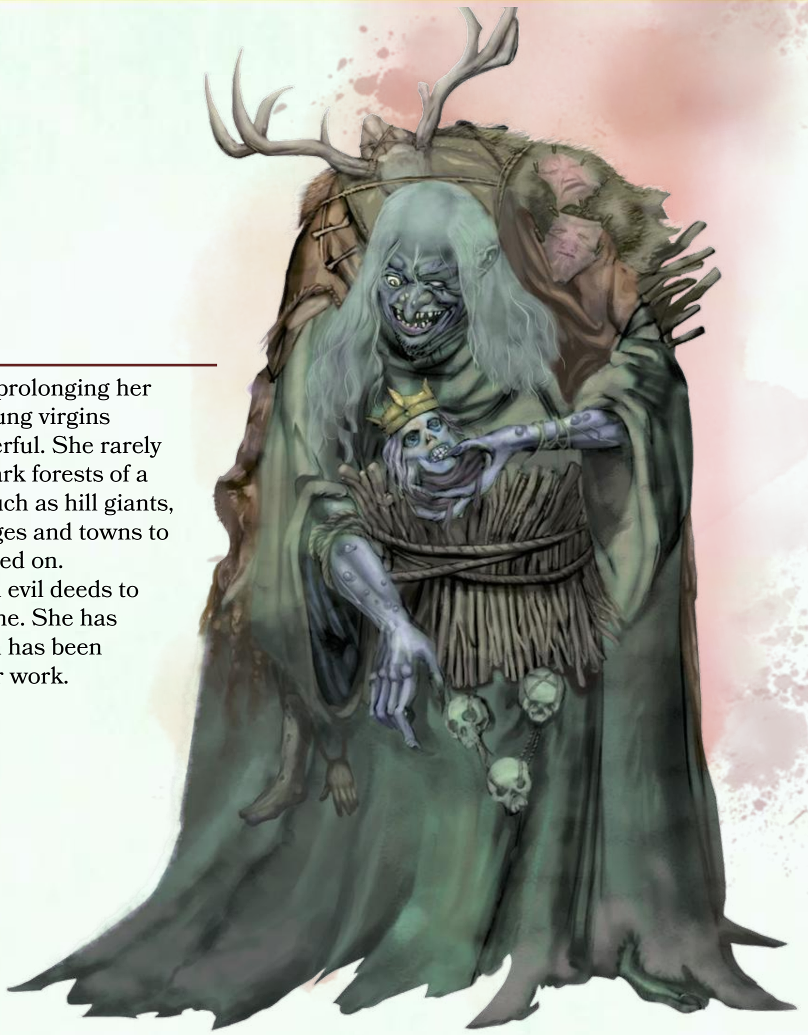
Mesmerizing Chirr (Recharge 5–6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the grung's next turn.

BONUS ACTIONS

Battle Command. The grung targets one ally it can see within 30 feet of it. If the target can see or hear the grung, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Battle Chirr (1/Day). The grung makes a chirring noise that rouses its allies. Each grung ally within 30 feet of this grung and able to hear it gains advantage on attack rolls and saving throws until the start of the grung's next turn.

HAGS



ELDER ANNIS HAG

The elder annis hag has lived for centuries, prolonging her unnatural life by preying on children and young virgins unnoticed, growing stronger and more powerful. She rarely steps out of from her lair deep within the dark forests of a high mountain, sending only her minions, such as hill giants, ogres, and trolls, to descend on nearby villages and towns to capture victims she can torment and later feed on.

The elder annis hag has performed enough evil deeds to secure ties with a dark deity, such as Cegilune. She has become the deity's champion and agent, and has been gifted divine abilities to continue her sinister work.

ANNIS HAG, ELDER

Large Fey, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 142 (19d10 + 38)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	15 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +6, Wis +6, Cha +7
Skills Deception +7, Intimidation +7, Perception +6
Damage Resistances cold; bludgeoning, piercing, and slashing that is nonmagical
Senses darkvision 60 ft., passive Perception 16
Languages Common, Giant, Sylvan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The annis makes one Bite attack and two Claw attacks. It also uses Despairing Cackle, if available.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 37 (9d6 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until the grapple ends, the target takes 37 (9d6 + 6) bludgeoning damage at the start of each of the hag's turns. The hag can't make Claw attacks while grappling a creature in this way.

Despairing Cackle (Recharge 5–6). Each creature within 30 feet of the annis and able to hear the annis must succeed on a DC 15 Wisdom saving throw. On a failed save, the target drops whatever it is holding, and becomes frightened for one minute. While frightened in this way, a creature must take the Dash action and move away from the annis by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the annis, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the annis's Despairing Cackle for the next 24 hours.

Spellcasting. The annis casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

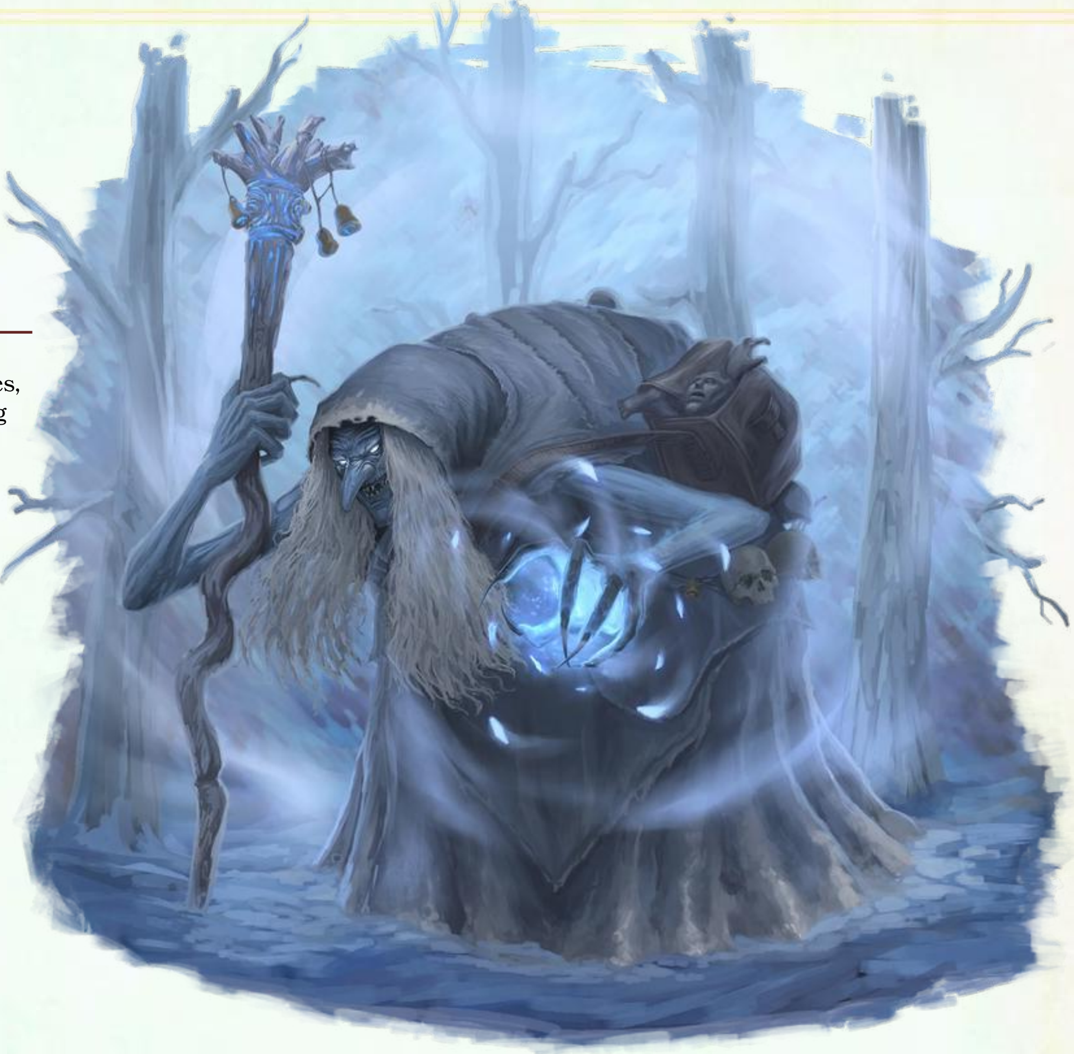
2/day each: *armor of Agathys, disguise self* (including the form of a Medium humanoid), *fog cloud*
1/day each: *banishment, bestow curse, destructive wave, dispel magic*

BONUS ACTIONS

Blinding Smite. Immediately after the hag hits a target with an attack roll, the hag deals an extra 9 (2d8) necrotic damage to the target and forces it to make a DC 18 Constitution saving throw. On a failed save, the target is blinded for 1 minute. The blinded target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Elder Bheur Hag

The elder bheur hag has acquired immeasurable power throughout centuries, maintaining its life unnaturally by feasting on mortals. It now wields an elder graystaff, a more powerful version of her previous staff, which allows her to cast more spells. In addition, she is able to emit a blood-chilling cackle that makes anyone hearing it susceptible to her cold spells.



Bheur Hag, Elder

Medium Fey, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 172 (23d8 + 69)
Speed 30 ft., fly 50 ft. (hover, Greystaff Magic)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +7, Wis +6
Skills Nature +6, Perception +6, Stealth +7, Survival +6
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 16
Languages Auran, Common, Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Control Weather (1/Day). The hag can cast the *control weather* spell, requiring no material components and using Charisma as the spellcasting ability.

Graystaff Magic. The hag carries a graystaff, a magic staff. The hag can use its flying speed only while astride the staff. If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost the hag extra moment.

Actions

Multiattack. The hag makes two Slam or Frost Shard attacks. It also uses Numbing Cackle, if available.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 18 (4d8) cold damage.

Frost Shard. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. Hit: 30 (6d8 + 3) cold damage, and the target's speed is reduced by 10 feet until the start of the hag's next turn.

Horrific Feast. The hag feeds on the corpse of one enemy within reach that died within the past minute and regains 25 hit points. Each creature of the hag's choice that is within 60 feet and able to see the feeding must succeed on a DC 16 Wisdom saving throw or be frightened of the hag for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Feast for the next 24 hours.

Numbing Cackle (Recharge 5–6). The hag makes a chilling cackle. Each creature that isn't immune to cold within 30 feet of the hag and able to hear the hag must succeed on a DC 16 Constitution saving throw. On a failed save, a target becomes vulnerable to cold, its speed is halved, and it can't take reactions. The effects last for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *armor of Agathys, hold person, sleet storm, Snilloc's snowball swarm*
2/day each: *cone of cold, ice storm, wall of ice*
1/day: *investiture of ice*

Gray Hag

The gray hag is a disgusting and horrid looking monster. She has wild wiry hair that (thankfully) partially covers her grotesque face, and her grayish-black skin is riddled with warts and puss. She prefers to live in the dark recesses of caves in the gloomiest forests or most treacherous swamps.

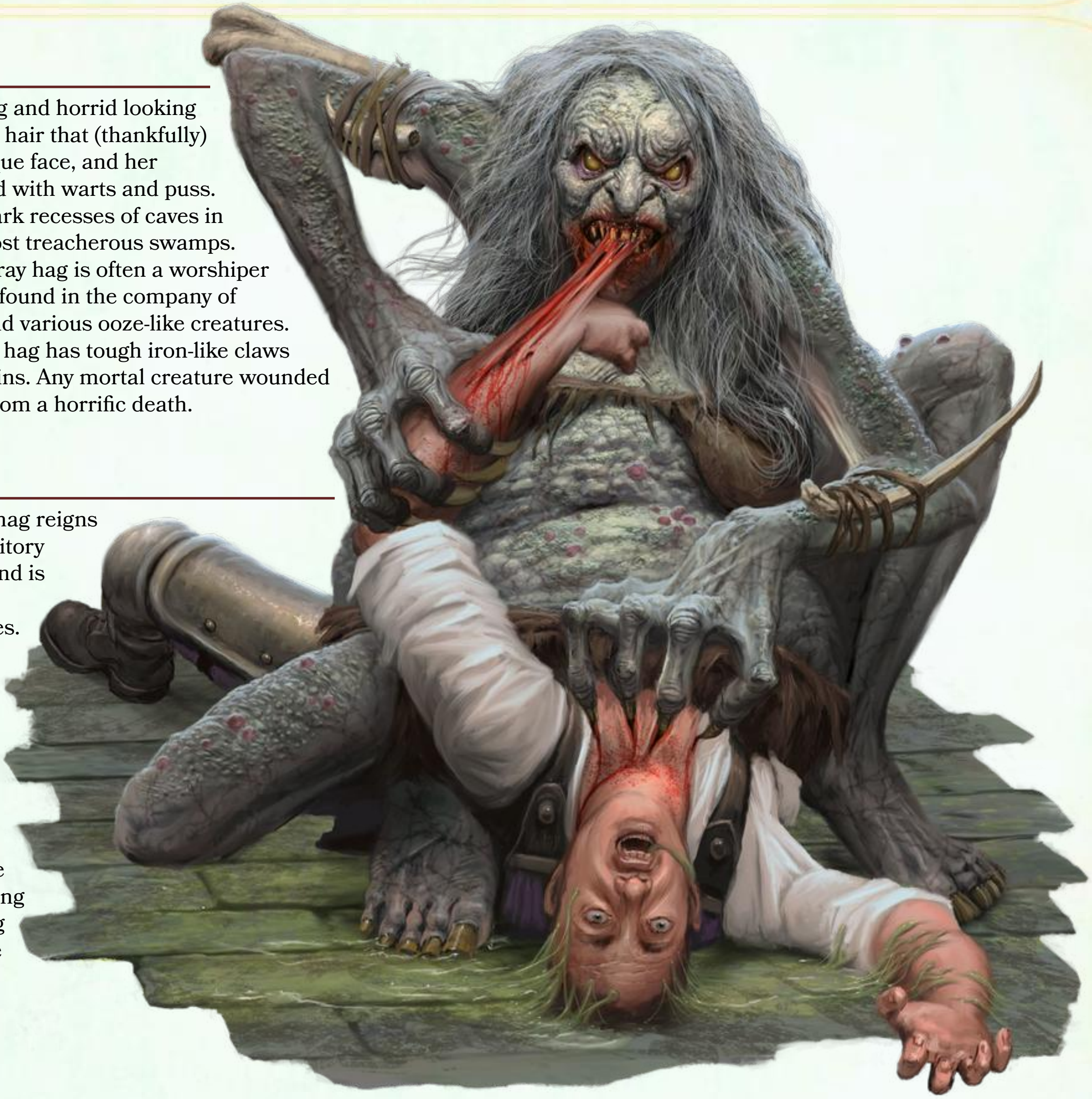
Demonic Disciple. The gray hag is often a worshiper of Juiblex, and is normally found in the company of slimes, jellies, puddings, and various ooze-like creatures.

Claws of Death. The gray hag has tough iron-like claws that carry supernatural toxins. Any mortal creature wounded by them can instantly die from a horrific death.

Elder Gray Hag

The malevolent elder gray hag reigns within its dark, twisted territory which stretches for miles and is now overrun with slimes, oozes, and undead creatures.

Abyssal Servant. The elder gray hag is powerful divine spellcaster, drawing her powers from the abyssal demon princes. In combat she unleashes an assortment of powerful necromantic spells that can drain the life out of her foes. Her horrifying cackle can strike paralyzing fear at the heart of even the bravest of heroes.



Gray Hag

Medium Fey, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Con +5
Skills Deception +4, Perception +6, Stealth +4
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Poisonous Skin. Any creature that grapples the hag or otherwise comes into direct contact with the hag's skin must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the hag can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spider Climb. The hag can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw against poison. On a failed save, the target is reduced to 0 hit points.

Spit Green Slime. *Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) acid damage and the creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys the green slime.

Bonus Actions

Stench Spray (Recharge 5–6). The hag emits noxious gas in a 15-foot cube originating from the hag. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a creature is poisoned for 1 minute. A poisoned creature spends its action on each of its turns coughing and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a successful save, a creature takes half as much damage and isn't poisoned.

GRAY HAG, ELDER

Medium Fey, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 161 (19d8 + 76)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Dex +6, Con +8, Wis +7
Skills Arcana +6, Deception +6, Perception +11, Religion +6
Damage Resistances acid, necrotic, poison
Senses darkvision 60 ft., passive Perception 21
Languages Abyssal, Common
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Poisonous Skin. Any creature that grapples the hag or otherwise comes into direct contact with the hag's skin must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the hag can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spider Climb. The hag can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The hag makes two Claw attacks. It also uses Horrifying Cackle, if available.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw against poison. On a failed save, the target is reduced to 0 hit points.

Spit Green Slime. *Ranged Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) acid damage and the creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys the green slime.

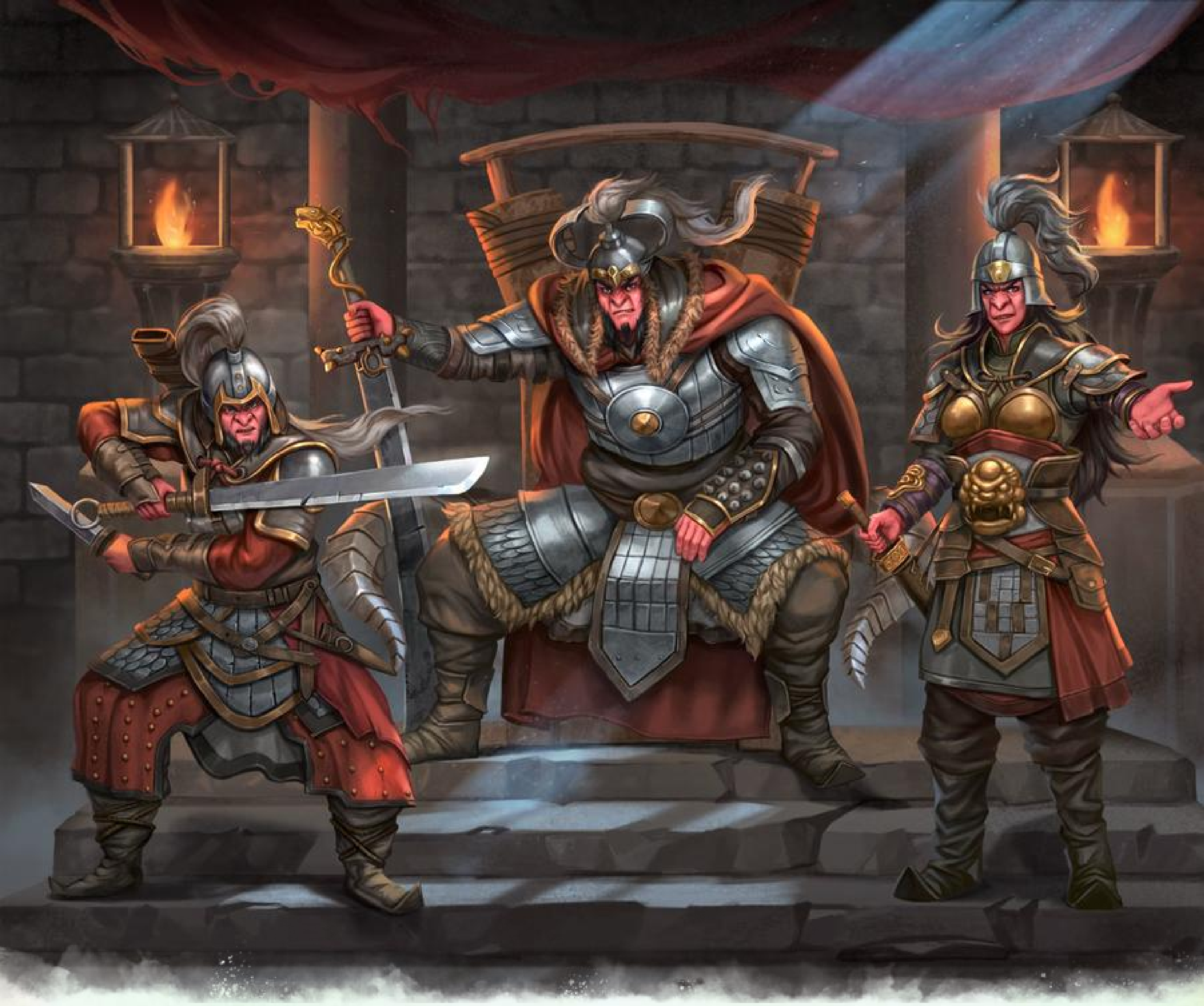
Horrifying Cackle (Recharge 5–6). Each creature that isn't undead or an ooze within 30 feet of the hag and able to hear the hag must succeed on a DC 16 Wisdom saving throw. On a failed save, the target is frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is paralyzed while frightened for the same duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrifying Cackle for the next 24 hours.

Spellcasting. The hag casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15):

At will: *guidance, mending, thaumaturgy*
2/day each: *blight, blindness/deafness, detect magic*
1/day each: *cloudkill, contagion, harm*

BONUS ACTIONS

Stench Spray (Recharge 5–6). The hag emits noxious gas in a 20-foot cube originating from the hag. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature is poisoned for 1 minute. A poisoned creature spends its action on each of its turns coughing and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a successful save, a creature takes half as much damage and isn't poisoned.



HOBGOBLINS

HOBGOBLIN BLADEBEARER

Hobgoblin bladebearers stand just behind the pikemen and goblin underlings in a military formation. Extremely deadly with a longsword and their dagger, bladebearers can strike their opponents three times before they can react.

HOBGOBLIN HOPLITE

Hoplites are footsoldiers highly trained to fight in a tight formation. Aside from their martial advantage, hoplites can sometimes deflect an attack intended for a nearby ally.

HOBGOBLIN MARSHAL

The hobgoblin marshal, who reports directly to a general or king, is a highly skilled battlefield tactician that can improve the efficiency of any batallion it commands. Its ability to maneuver allies, give orders, redirect attacks, and rally its troops make it a dangerous adversary if left alone.

HOBGOBLIN BLADEBEARER

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 17 (half plate)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two Longsword attacks and one Dagger attack.

Longsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Parry. The hobgoblin adds 2 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HOBGOBLIN HOPLITE

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Protection. When an attacker the hobgoblin can see makes an attack roll against a creature within 5 feet of the hobgoblin, the hobgoblin can impose disadvantage on the attack roll.

HOBGOBLIN MARSHAL

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 19 (splint, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Marshal Allies. Unless the hobgoblin is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two Longsword attacks or two Longbow attacks. The hobgoblin can use Command or Maneuver Allies in place of one of these attacks.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

BONUS ACTIONS

Rallying Cry (1/Day). Each creature of the hobgoblin's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gains advantage on attack rolls and saving throws until the start of the hobgoblin's next turn.

REACTIONS

Directed Strike (3/Day). When a creature the hobgoblin can see within 30 feet of it makes an attack roll, and the creature can hear the hobgoblin, the hobgoblin grants advantage to that roll.

HOBGOBLIN MONARCH

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Con +7, Int +6, Wis +5, Cha +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 10 (5,000 XP) **Proficiency Bonus** +4

Aura of Fervor. The hobgoblin's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the hobgoblin, provided it isn't incapacitated.

Legendary Resistance (1/Day). If the hobgoblin fails a saving throw, it can choose to succeed instead.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two Greatsword attacks. It can use Maneuver Allies or Hold the Line in place of one Greatsword attack.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Hold the Line! (1/Day). The hobgoblin targets each goblinoid creature of its choice that is within 60 feet of it, can hear it, is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated and not already affected by Hold the Line. Until the end of the hobgoblin's next turn, creatures provoke an opportunity attack from the target when they move 5 feet or more while within the target's reach, and if the target hits a creature with an opportunity attack, the creature's speed is reduced to 0 until the end of the current turn.

Unleash Hell! (1/Day). Up to 6 goblinoid allies of the hobgoblin's choice that is within 60 feet of it, can hear it, and not already affected by Unleash Hell can use their reaction to move up to half their speed and make one weapon attack.

LEGENDARY ACTIONS

The hobgoblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hobgoblin regains spent legendary actions at the start of its turn.

Move. The hobgoblin moves up to half its speed.
Greatsword (Costs 2 Actions). The hobgoblin makes a Greatsword attack.
Tactical Edge (Cost 2 Actions). Roll a d6 for the hobgoblin. The number rolled on the die is subtracted from the next attack roll made against the hobgoblin or an ally of its choice within the next minute.
Command Allies (Costs 1-3 Actions). The hobgoblin chooses up to 3 allies it can see within 60 feet of it. If the target can see and hear the hobgoblin, the target can use its reaction to make one weapon attack. It costs 1 legendary action per target.

REACTIONS

General's Guidance (Recharge 4–6). When a creature the hobgoblin can see within 30 feet of it makes an attack roll or saving throw, and the creature can hear the hobgoblin, the hobgoblin rolls 1d10 and adds the result to the attack roll or saving throw.

HOBGOBLIN MONARCH

The hobgoblin monarch is a shrewd, calculating general who rose from the ranks of soldiers and won favor from the goblin deity Maglubiyet. It is revered by almost all goblinoids, and can command all goblinoid armies within its region.

Physically imposing and a true master in the art of war, the hobgoblin monarch commands its allies with both confidence and brutal efficiency.

HOBGOBLIN SERGEANT

The hobgoblin sergeant, who reports to a marshal, is a skilled swordsman and leader that can provide sound tactical commands and maneuvers. They are normally encountered leading small war bands or commanding guards in an outpost, barracks, or dungeon.

HOBGOBLIN SERGEANT

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 18 (chain mail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two Longsword attacks or two Longbow attacks. The hobgoblin can use Command in place of one of these attacks.

Longsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

HOBGOBLIN SHARPSHOOTER

Hobgoblin sharpshooters are the most skilled and highly trained archers of the hobgoblin army. They are positioned behind or flanking the front line infantry, often on elevated vantage points. Hobgoblin sharpshooters prioritize high value targets, such as mages and opposing generals, and even sent on assassination missions.

HOBGOBLIN SHARPSHOOTER

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 16 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sharpshooter. The hobgoblin's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the hobgoblin's ranged weapon attack rolls.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two Shortsword attacks or two Longbow attacks.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

BONUS ACTIONS

Lightfooted. The hobgoblin takes the Dash or Disengage action.

Steady Aim (3/Day). The hobgoblin takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the hobgoblin deals an extra 7 (2d6) damage with each of its ranged weapon attacks against the target.

HOBGOBLIN VANGUARD

Wearing full plate mail armor and shield, the dreaded hobgoblin vanguard is an intimidating sight to the enemy frontlines. Any who dare engage it will find themselves unable to escape from its threat range.

HOBGOBLIN VANGUARD

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 20 (plate, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Str +5, Con +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Threatening. Creatures provoke an opportunity attack from the hobgoblin when they move 5 feet or more while within the hobgoblin's reach, and if the hobgoblin hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

ACTIONS

Multiattack. The hobgoblin makes two Longsword attacks or two Longbow attacks.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, and the target is marked until the end of the hobgoblin's next turn. This effect ends early if the hobgoblin is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the hobgoblin, a creature marked by the hobgoblin has disadvantage on any attack roll that doesn't target the hobgoblin.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Punish the Marked. The hobgoblin can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the hobgoblin during the last turn. The hobgoblin's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

REACTIONS

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HOWLER

HOWLER PACK LORD

The terrifying and cunning howler pack lord leads its kind to successful hunts, able to command its followers to make coordinated attacks.

Poisonous Quills. In addition to the normal abilities of a typical howler, the pack lord has grown to an immense size, its venomous quills now providing an extra layer of defense to any that might get too close to it.

HOWLER PACK LORD

Huge Fiend, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	6 (-2)	16 (+3)	8 (-1)

Skills Perception +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 17
Languages understands Abyssal but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Pack Leader. The howler's allies have advantage on attack rolls while within 20 feet of the howler, provided it isn't incapacitated.

Pack Tactics. A howler has advantage on attack rolls against a creature if at least one of the howler' s allies is within 5 feet of the creature and the ally isn't incapacitated.

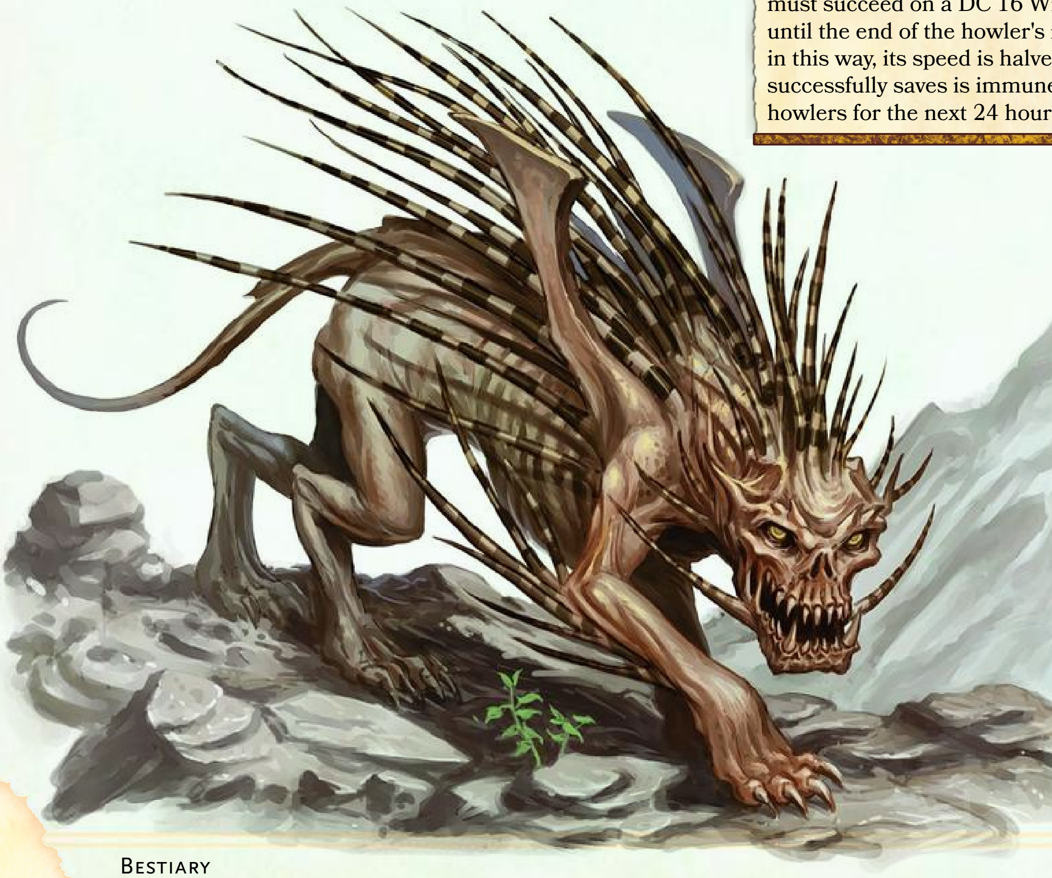
Poisonous Quills. A creature that touches the howler or hits it with a melee attack while within 5 feet of it gets pricked by a quill and takes 4 (1d8) piercing damage and must succeed on a DC 16 Constitution saving throw or become poisoned until a creature takes an action to remove the quill.

ACTIONS

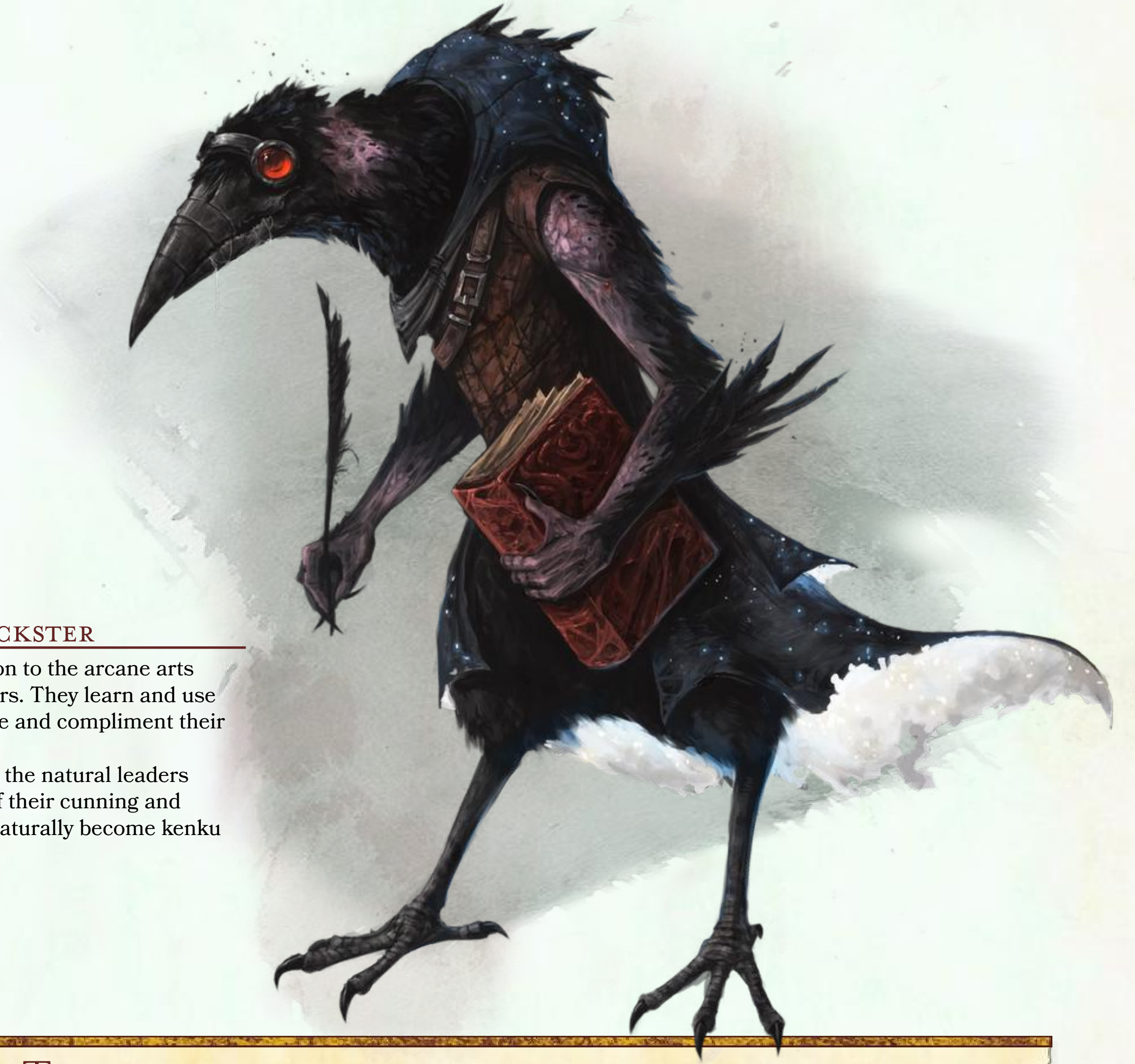
Multiattack. The howler makes two Rending Bite attacks.

Rending Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, plus 27 (5d10) psychic damage if the target is frightened. This attack ignores damage resistance.

Mind-Breaking Howl (Recharge 5–6) . The howler emits a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.



Kenkus



Kenku Arcane Trickster

Kenku who have an inclination to the arcane arts often become arcane tricksters. They learn and use their wizard spells to enhance and compliment their rogue craft.

Kenku arcane tricksters are the natural leaders of any kenku gang because of their cunning and intellectual superiority, and naturally become kenku ganglords.

Kenku Arcane Trickster

Medium Humanoid (Kenku), Typically Chaotic Neutral

Armor Class 15 (studded leather)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	16 (+3)	11 (+0)	10 (+0)

Skills Arcana +6, Deception +6, Perception +3, Stealth +9
Senses darkvision 60 ft., passive Perception 13
Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Evasion. If the kenku is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the kenku instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spellcasting. The kenku casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14):

Cantrips: *mage hand, minor illusion, prestidigitation*
2/day each: *major image, mirror image, Tasha's hideous laughter*
1/day each: *greater invisibility, phantasmal force*

Actions

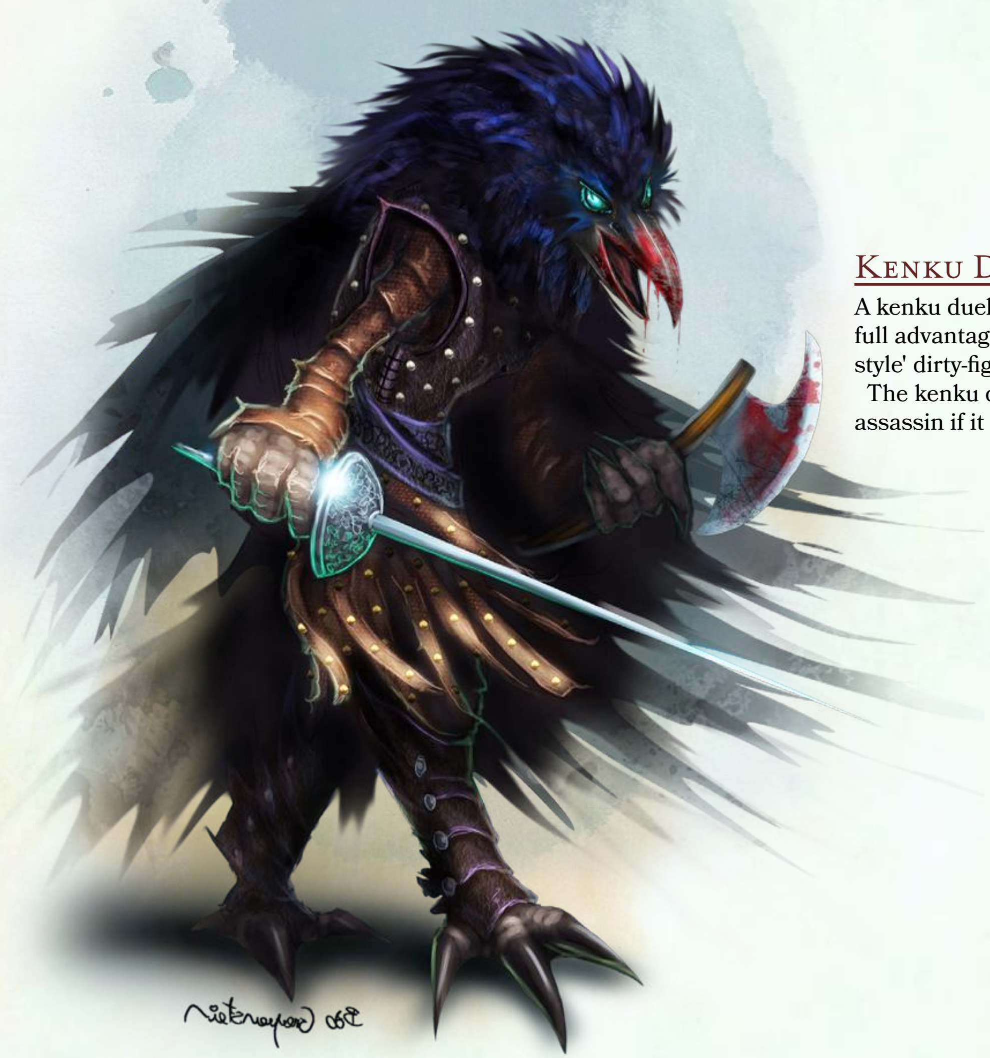
Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The attack deals an extra 17 (5d6) damage if the kenku has advantage on the attack roll.

Befuddling Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 13 (3d6 + 3) psychic damage, and the target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the kenku's next turn.

Bonus Actions

Cunning Action. The kenku takes the Dash, Disengage, or Hide action**.**

Distracting Hand. While the kenku has the Mage Hand spell active, it can designate a creature within 5 feet of the spectral hand. The kenku has advantage on its attack rolls against that creature until the end of the turn.



KENKU DUELIST

A kenku duelist is a sly and dangerous warrior that takes full advantage of its combat skills to compliment its 'street-style' dirty-fighting techniques.

The kenku duelist often serves as its gang's boss, or assassin if it serves a master.

KENKU DUELIST

Medium Humanoid (Kenku), Typically Chaotic Neutral

Armor Class 15 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Skills Deception +3, Intimidation +3, Perception +2, Stealth +7
Senses passive Perception 12
Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Fancy Footwork. When the kenku makes a melee attack against a creature, that creature can't make opportunity attacks against the kenku until the end of the turn.

Toujours l'Audace. The kenku adds its Charisma modifier to its initiative rolls. In addition, it can use Sneak Attack with any melee attack made against a target that has none of its allies adjacent to it.

Sneak Attack (1/Turn). The kenku deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The kenku makes two Rapier attacks and one Handaxe attack.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

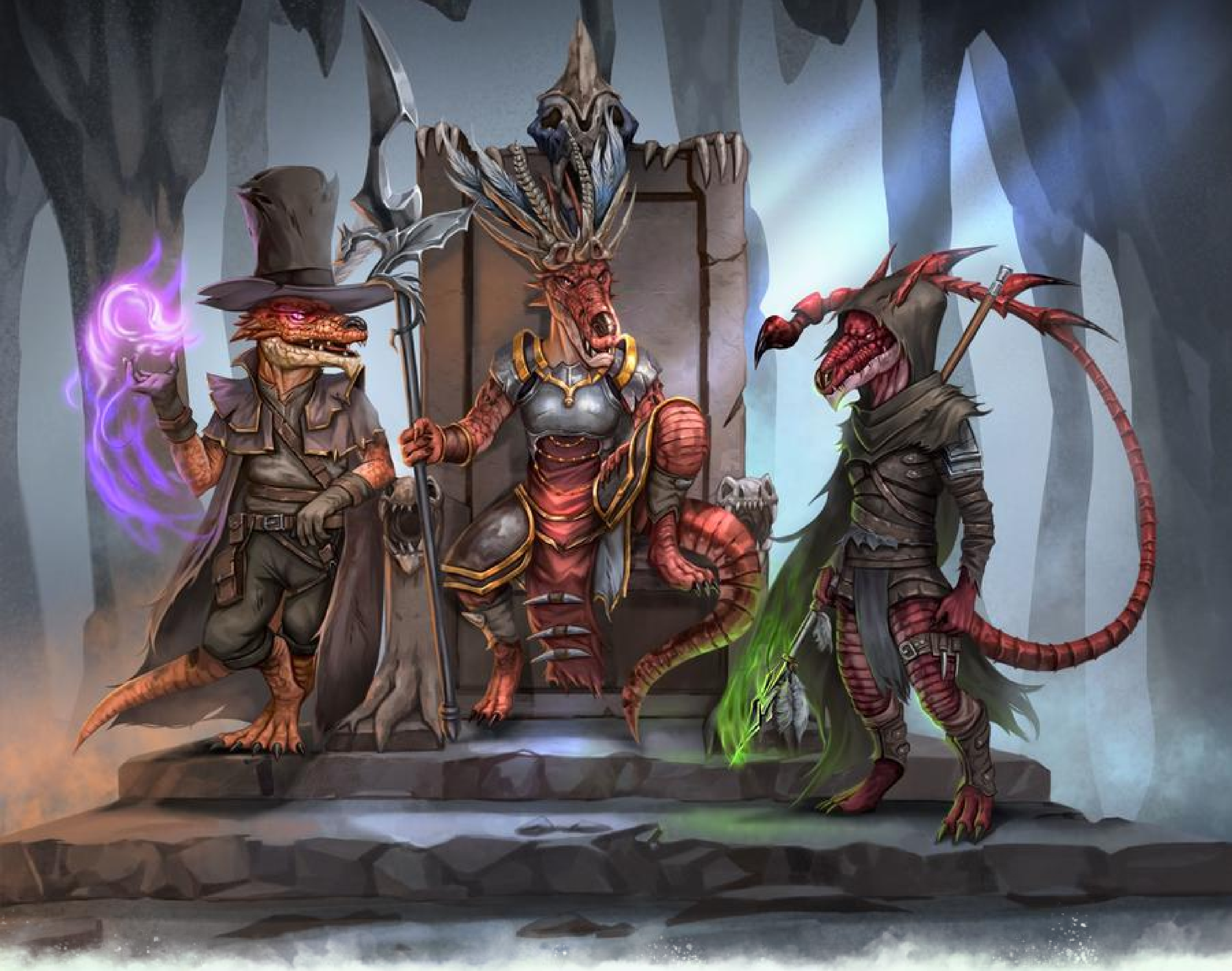
BONUS ACTIONS

Cunning Action. The kenku takes the Dash, Disengage, or Hide action.

Feinting Attack. The kenku can choose one creature within 5 feet of it. It has advantage on its next attack roll against the target.

REACTIONS

Riposte. When a creature misses the kenku with a melee attack, the kenku can make one melee weapon attack against it.



KOBOLDS

KOBOLD ARCANE TRICKSTER

It is very rare for a kobold to have a high enough intelligence to be able to cast wizard spells, but those that do, usually becomes an arcane trickster.

This obnoxious kobold specializes in deception and manipulation, often uses its befuddling bolt attacks to make its foes more susceptible to its illusions and enchantments.

KOBOLD ARCHER

Kobolds archers are often assigned as guards and sentries and posted in high vantage point areas, such as cave ledges or tree branches.

KOBOLD CHIEFTAIN

A chieftain leads its kobold tribe and serves as a vassal to the kobold king. It is a crafty warrior, and has the ability to command and boost the morale of its underlings. It is normally attended to by four bodyguards, a couple of shaman or sorcerer advisers, and one or two pet drakes.

KOBOLD MONARCH

The kobold monarch leads all the kobold tribes within its territory and is both feared and revered by its subjects.

A kobold monarch is a formidable warrior, but what makes it dangerous is its ability to rally its allies during combat. It is never without its elite bodyguards and spellcaster advisers. It is not even surprising if it has a young dragon within its lair that serves as its companion.

KOBOLD ARCANE TRICKSTER

Small Humanoid (Kobold), Any Alignment

Armor Class 15 (studded leather)
Hit Points 49 (11d6 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)

Skills Arcana + 4, Perception +2, Sleight of Hand +5, Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The attack deals an extra 14 (4d6) damage if the kobold has advantage on the attack roll.

Befuddling Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature. *Hit:* 12 (3d6 + 2) psychic damage, and the target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the kobold's next turn.

Spellcasting. The kobold casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 12):

Cantrips: *dancing lights, mage hand, minor illusion*
2/day each: *blur, silent image, Tasha's hideous laughter*
1/day each: *enemies abound, mirror image*

BONUS ACTIONS

Cunning Action. The kobold takes the Dash, Disengage, or Hide action.

KOBOLD ARCHER

Small Humanoid (Kobold), Any Alignment

Armor Class 14
Hit Points 10 (4d6 - 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

KOBOLD BOSS

Small Humanoid (Kobold), Any Alignment

Armor Class 17 (studded leather, shield)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kobold makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) poison damage. The kobold treats the spear as a finesse weapon.

BONUS ACTIONS

Battle Command. The kobold targets one ally it can see within 30 feet of it. If the target can see or hear the kobold, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Spear Trip. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Redirect Attack. When a creature the kobold can see targets it with an attack, the kobold chooses another kobold within 5 feet of it. The two kobold swap places, and the chosen kobold becomes the target instead.

Kobold Chieftain

Small Humanoid (Kobold), Any Alignment

Armor Class 17 (studded leather, shield)
Hit Points 49 (9d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Skills Deception +3, Perception +2, Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack. The kobold treats the spear as a finesse weapon.

Bonus Actions

Cunning Action. The kobold takes the Dash, Disengage, or Hide action.

War Yip (1/Day). Until the end of the kobold's next turn, each creature of the kobold's choice that is within 30 feet of it, can hear it, and not already affected by War Yip deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Kobold Monarch

Small Humanoid (Kobold), Any Alignment

Armor Class 16 (breastplate)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Perception +4, Stealth +10
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Fervor. The kobold's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the kobold, provided it isn't incapacitated.

Legendary Resistance (1/Day). If the kobold fails a saving throw, it can choose to succeed instead.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes two Spear attacks. It can use Maneuver Allies in place of one of these attacks, if available.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) poison damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this kobold that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Bonus Actions

Cunning Action. The kobold takes the Dash, Disengage, or Hide action.

War Yip (1/Day). Until the end of the kobold's next turn, each creature of the kobold's choice that is within 30 feet of it, can hear it, and not already affected by War Yip deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Legendary Actions

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Move. The kobold moves up to half its speed without provoking opportunity attacks.

Spear (Costs 2 Actions). The kobold makes a Spear attack.

Command Allies (Costs 3 Actions). The kobold chooses up to three allies it can see within 30 feet of it. If the target can see and hear the kobold, the target can use its reaction to make one weapon attack.

Kobold Shaman

Small Humanoid (Kobold), Any Alignment

Armor Class 12 (16 with *barkskin*)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	8 (-1)	15 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Poison Lash. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (2d10 + 2) poison damage. If the target is a creature, it is also poisoned until the end of the kobold's next turn. A poisoned creature has disadvantage on saving throws made against the kobold's spells.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Spellcasting. The kobold casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):

At will: *druidcraft, guidance, mold earth*
1/day each: *barkskin, earth tremor, erupting earth, feign death, spike growth, thunderwave*

Bonus Actions

Change Shape (Recharges after a Short or Long Rest). The kobold magically polymorphs into a giant lizard or weasel, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Kobold Shaman

Veering from the traditional sorcerous path of kobold spellcasters, shamans have made a connection with a powerful nature spirit and are able to draw power from it. Shamans provide healing and rituals to the tribe, and artillery support during combat. They often take the form of a giant lizard if forced into melee, or a weasel, if it needs to be more mobile.

Kobold Sting of Kurtulmak

When a kobold demonstrates unmatched cunning, roguecraft, and arcane skills, it may get the attention of Kurtulmak. Once it becomes favored by the deity, the kobold's tail end transforms into a venomous stinger.

Mage Assassin. The Sting of Kurtulmak serves as the tribe's warband leader and chief assassin, second only to the chieftain or king. During combat, it mixes its arcane and martial skills with deadly efficiency, sneaking behind enemy lines and neutralizing key targets first.

Kobold Sting of Kurtulmak

Small Humanoid (Kobold), Lawful Evil

Armor Class 15 (studded leather)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Arcana + 3, Deception +6, Perception +7, Stealth +8
Senses darkvision 60 ft., passive Perception 17
Languages Common, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Legendary Resistance (1/Day). If the kobold fails a saving throw, it can choose to succeed instead.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kobold makes one Spear attack and one Tail Stinger attack.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) necrotic damage. The attack deals an extra 10 (3d6) damage if the kobold has advantage on the attack roll. The kobold treats the spear as a finesse weapon.

Tail Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. The target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Savage Stab (Recharge 5–6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is halved for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effects on itself on a success.

Spellcasting. The kobold casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand, minor illusion, true strike*
2/day each: *invisibility, passwall, stinking cloud*
1/day each: *confusion, mislead*

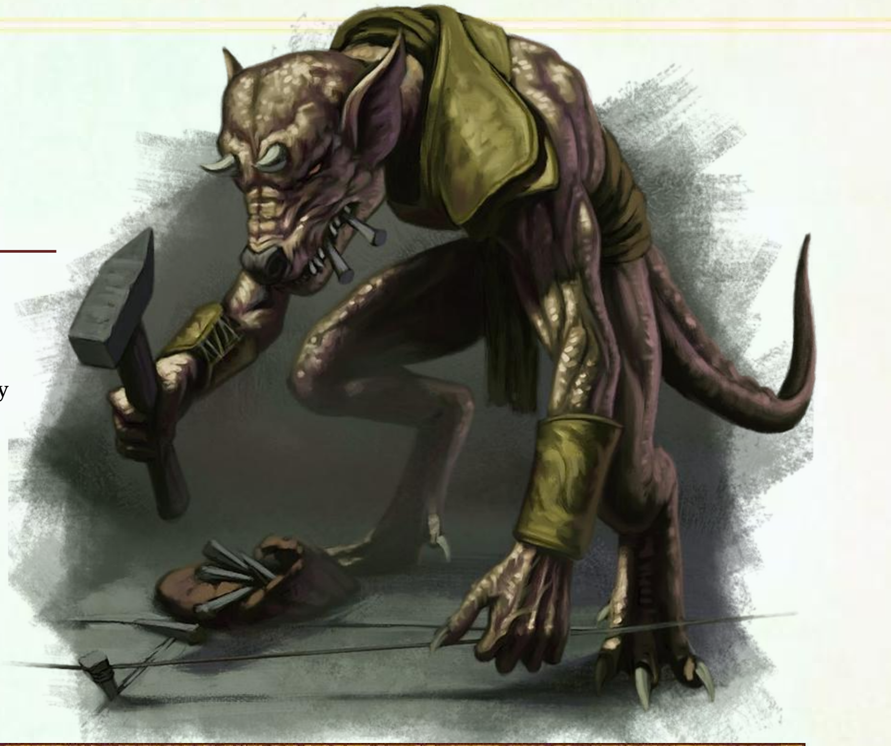
Bonus Actions

Cunning Action. The kobold takes the Dash, Disengage, or Hide action.

Legendary Actions

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Move. The kobold moves up to half its speed.
Sting. The kobold makes a Tail Stinger attack.
Spear (Costs 2 Actions). The kobold makes a Spear attack.
Cast a Spell (Costs 2 Actions). The kobold uses Spellcasting.



KOBOLD TRAPMAKER

These wily kobolds are experts at crafting and setting traps and are responsible for their tribe's perimeter defense. Trapmakers spend their lifetime mastering and perfecting their craft, and those that do not blow themselves up or accidentally kill or maim themselves eventually become highly prized tribe members.

Cunning Lurer. In combat, trapmakers are normally armed with a both a dagger and a shortbow, with their blades and arrow points tipped with venom. But they rarely use them except to draw enemies' attention to lead them to their traps. They will never engage in melee unless they really have to, always preferring to deploy booby traps and making a hasty retreat.

KOBOLD TRAPMAKER

Small Humanoid (Kobold), Any Alignment

Armor Class 13
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	12 (+1)	8 (-1)	8 (-1)

Skills Perception +1, Sleight of Hand +7, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Set Trap (5/Day). The kobold can discretely place a mechanical trap of its choice (see below) on a surface (such as a section of floor, a wall, a staircase, or a table) or within an object that can be closed to conceal the trap (such as a chest, door, or window) within 5 feet of it. If it is a surface, the trap can cover an area of the surface no larger than 10 feet in diameter.

The trap is hidden, requiring a DC 15 Intelligence (Investigation) to find it or a DC 15 Wisdom (Perception) check to spot it.

For traps placed on a surface, the trap is triggered when a surface within the area is touched or stepped on, removing another object covering it, or manipulating an object that holds it. For traps within an object, the trap is triggered when the object is opened or manipulated.

When the kobold lays a trap, it chooses from one of the following options below for its effect. Once triggered, each creature within 5 feet of the trap is targeted by its effect, unless specified otherwise.

1. Bear Trap. This trap can only be placed on a ground surface and only the creature that triggered it as affected. The target must make a DC 15 Strength saving throw. On a failed save, a creature takes 10 (4d4) piercing damage and is restrained. The creature can make a DC 15 Strength (Athletics) check to escape the trap. If the check fails, the target takes 2 (1d4) piercing damage. Until the creature regains all of its hit points, its walking speed is reduced by half.

2. Flare Blast. Each target must make a DC 15 Wisdom saving throw or be blinded for 1 minute.

3. Explosive Blast. Each target must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage and 7 (2d6) piercing damage on a failed save, or half as much damage on a successful save.

4. Poison Gas. Each target must make a DC 15 Constitution saving throw or become poisoned for 1 minute.

5. Stink Cloud. The trap creates a 10-foot radius sphere of green, nauseating gas centered on the trap which lasts for 1 minute. The sphere spreads around corners, and its area is heavily obscured. Each target within the cloud must make a DC 15 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after I round.

BONUS ACTIONS

Cunning Action. The kobold takes the Dash, Disengage, or Hide action.

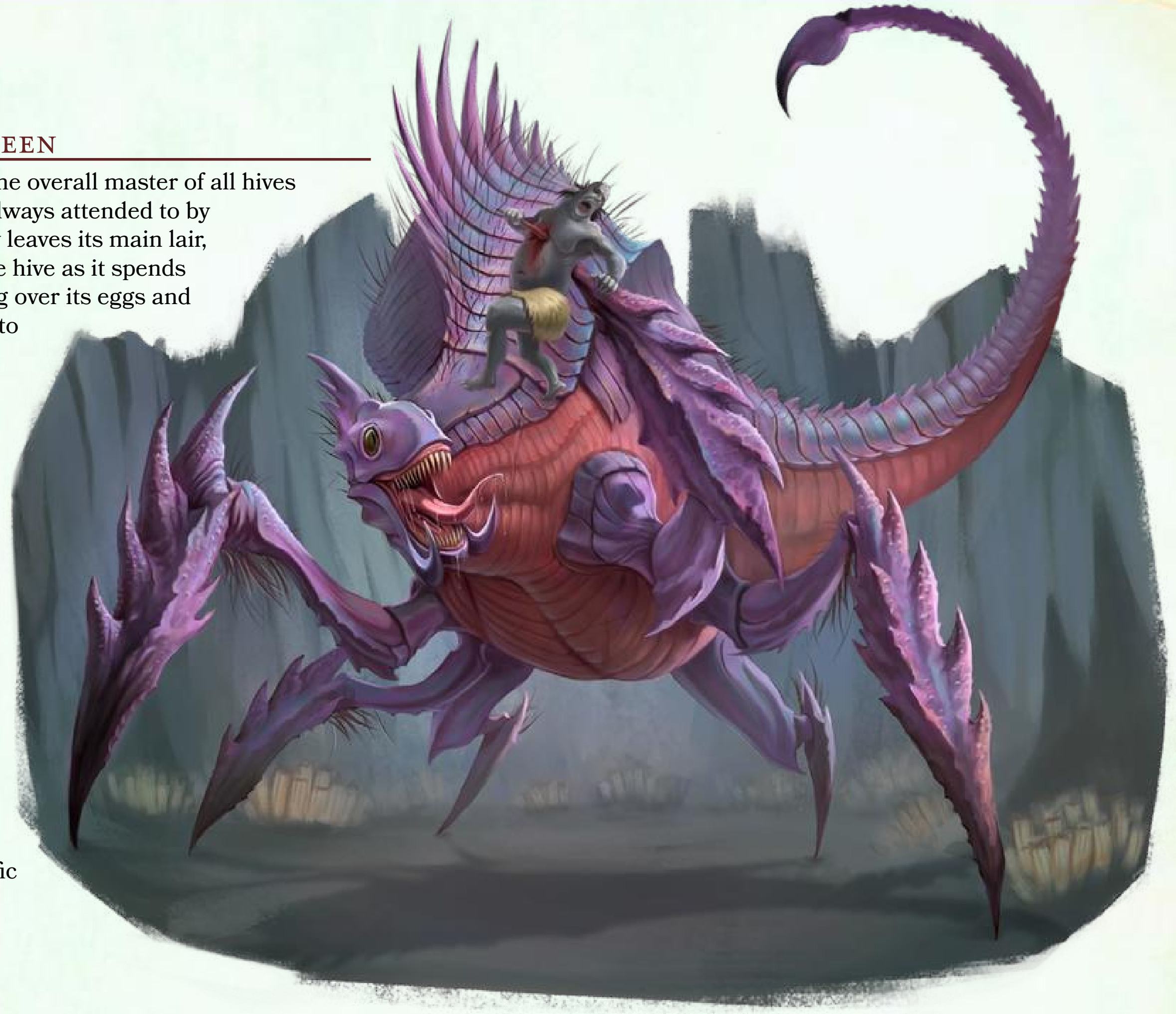
Drop Caltrops (3/Day). The kobold can spread caltrops to cover a 5-foot-square area. Any creature that isn't flying and enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

KRUTHIKS

KRUTHIK HIVE QUEEN

The kruthik hive queen is the overall master of all hives within its territory, and is always attended to by 2-3 hive lords. It very rarely leaves its main lair, preferring to stay within the hive as it spends its time laying and watching over its eggs and commanding its hive lords to manage its territory.

Battle Mistress. If forced into battle, the hive queen can become a terrifying opponent. Like hive lords, it can stab with its razor-sharp forelimbs, shoot iron-like spikes, or spew horrific amounts of acid. In addition to these weapons, the hive queen can also unleash its terrible tail stinger, which can instantly paralyze a creature hit. The hive queen is also a shrewd tactician, able to call other kruthiks to its side, or direct them to attack specific targets of its choosing.



KRUTHIK HIVE QUEEN

Huge Monstrosity, Typically Chaotic Evil

Armor Class 22 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	13 (+1)	16 (+3)	12 (+1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages Kruthik
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

Pack Leader. The kruthik's allies have advantage on attack rolls while within 20 feet of the kruthik, provided it isn't incapacitated.

Pack Tactics. The kruthik has advantage on an attack roll against a creature if at least one of the kruthik's allies is within 5 feet of the creature and the ally isn't incapacitated.

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The kruthik makes two Stab attacks or two Spike attacks, and one Sting attack.

Stab. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Spike. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage. The target must make a DC 16 Constitution saving throw or become poisoned for 1 minute. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Acid Spray (Recharge 5–6). The kruthik sprays acid in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 33 (6d10) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The kruthik can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kruthik regains spent legendary actions at the start of its turn.

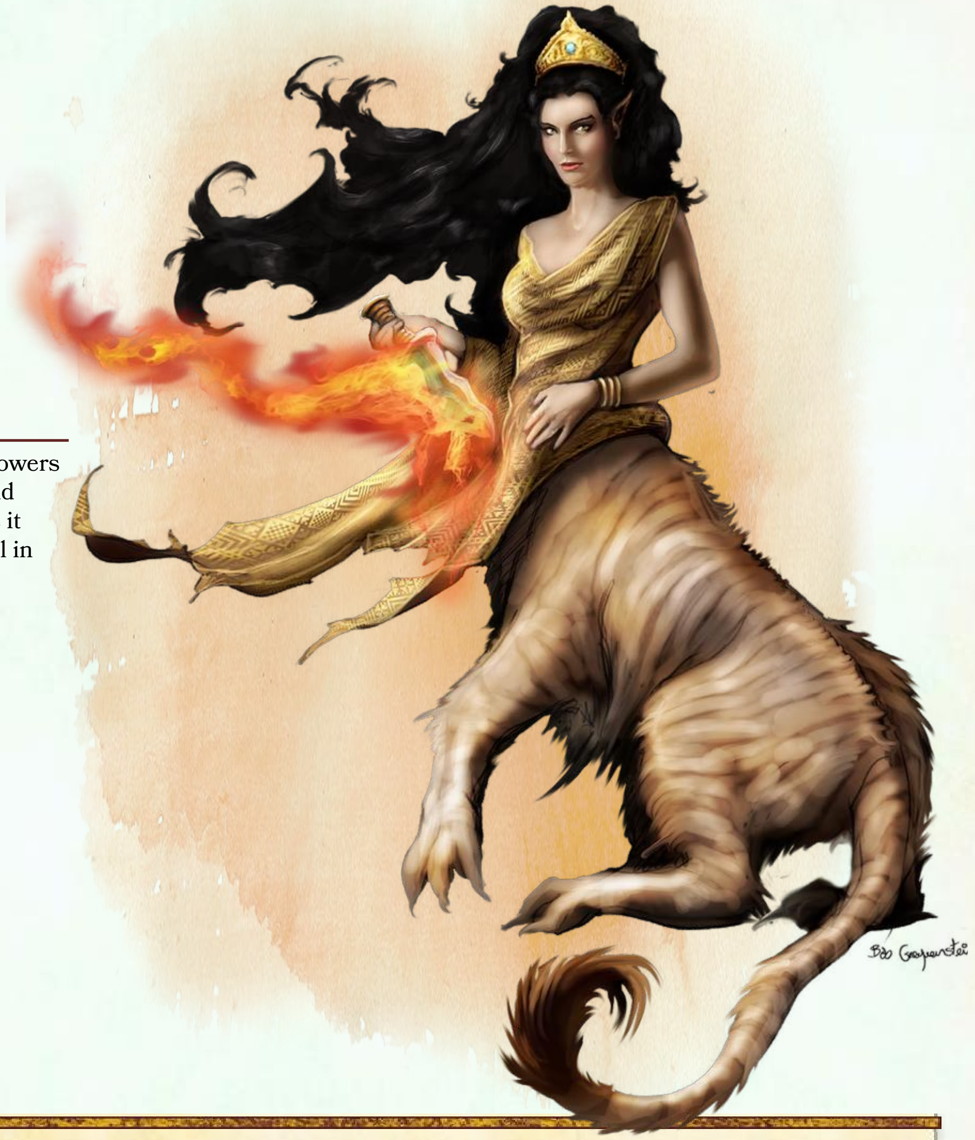
Charge. The kruthik moves up to its speed.

To Me. Up to three allied kruthiks of this kruthik's choice within 60 feet of this kruthik that can hear it can each use their reaction to move up to their speed to the nearest possible space to this kruthik.

Attack (Costs 2 Actions). The kruthik makes one Stab or Spike attack.

Command (Costs 1-3 Actions). The kruthik chooses up to three allied kruthiks it can see within 30 feet of it. If the target can see and hear the kruthik, the target can use its reaction to move up to half its speed and make one weapon attack. It costs 1 legendary action per target.

LAMIA



LAMIA PRIESTESS OF GRAZ'ZT

Lamia clerics and priests are usually devout followers of Graz'zt. They take perverse joy in inflicting and taking pain. The lamia priestess of Graz'zt takes it a step further, channeling the pain to inspire zeal in itself and its allies during combat.

LAMIA PRIESTESS OF GRAZ'ZT

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	16 (+3)

Skills Deception +9, Insight +6, Religion +5, Stealth +5
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The lamia has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The lamia makes one Claws attack and one Dagger attack. It can use Intoxicating Touch or Spellcasting in place of the Dagger attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) fire damage.

Intoxicating Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Spellcasting. The lamia casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *disguise self* (any humanoid form), *guidance, major image, thaumathurgy*
3/day each: *command, charm person, mirror image, scrying, suggestion*
1/day each: *charm monster, dominate person, fear, geas*

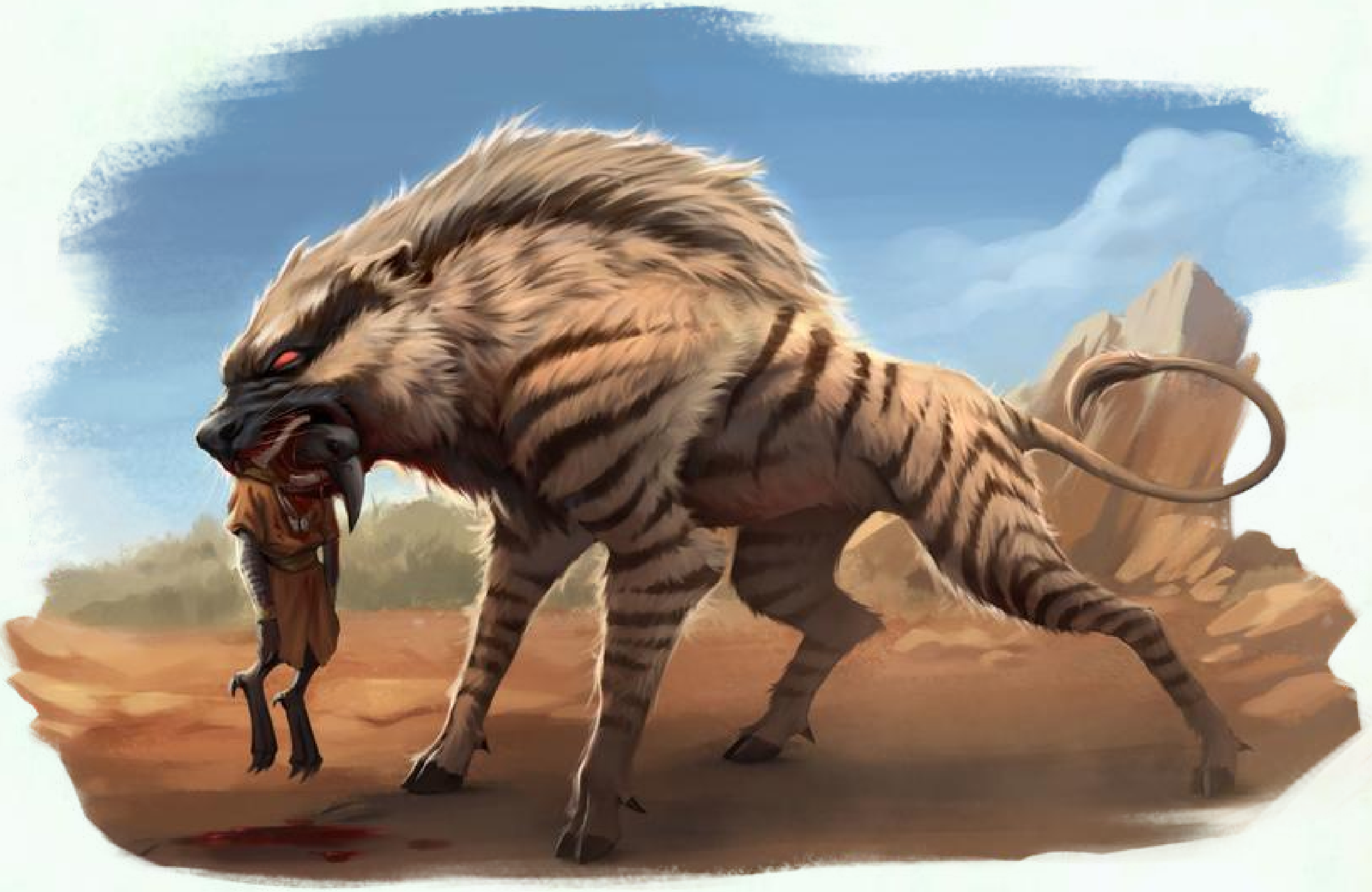
Change Shape. The lamia transforms into a Small or Medium humanoid it has seen, or back into its true form, while retaining its game statistics. This transformation ends if the lamia is reduced to 0 hit points or uses an action to end it.

REACTIONS

Joy from Pain. When the lamia takes critical hit damage, it can make one melee weapon attack.

Master of Pleasures. When the lamia takes damage, it can magically grant 5 temporary hit points to itself and up to three allies within 30 feet of it.

LEUCROTTAS



LEUCROTTA FEMALE

Female leucrottas are larger than males, and are the dominant sex in the pack. They are more aggressive and vicious, often bullying male leucrottas into submission. Their bites are more ferocious, able to deliver critical hits more often, and are very strong that they can pierce and destroy armor.

LEUCROTTA FEMALE

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	9 (-1)	14 (+2)	6 (-2)

Skills Deception +2, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Gnoll
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Stench. Any creature other than a leucrotta or gnoll that starts its turn within 5 feet of the leucrotta must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all leucrottas for 1 hour.

ACTIONS

Multiattack. The leucrotta makes one Bite attack and one Hooves attack. If available, it can make one Bone Bite attack in place of its Bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Bone Bite (Recharge 5–6). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and if the target is a creature, it must succeed on a DC 15 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is reduced to 10 feet for 1 minute. The effects end when the creature regains all of its hit points.

BONUS ACTIONS

Kicking Retreat. Immediately after the leucrotta makes a Hooves attack, it takes the Disengage action.

LEUCROTTA FIEND

Female leucrotta that is blessed by Yeenoghu, or is an offspring of a male shoosuva, become leucrotta fiends. These gruesome monsters are slightly larger than their normal ilk, and sport crest spikes running over their spine. While they act the same as normal leucrotta females, they are more insidious and share the resistances of their fiendish parent.

LEUCROTTA FIEND

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	8 (-1)

Skills Deception +2, Perception +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Gnoll
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Stench. Any creature other than a leucrotta or gnoll that starts its turn within 5 feet of the leucrotta must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all leucrottas for 1 hour.

ACTIONS

Multiattack. The leucrotta makes one Bite attack and one Hooves attack. If available, it can make one Bone Bite attack in place of its Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage, and the target is grappled (escape DC 16). If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Bone Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target it is grappling with. *Hit:* 19 (3d8 + 6) piercing damage, and if the target is a creature, it must succeed on a DC 17 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is reduced to 10 feet for 1 minute. The effects end when the creature regains all of its hit points.

BONUS ACTIONS

Kicking Retreat. Immediately after the leucrotta makes a Hooves attack, it takes the Disengage action.

Rampage. After the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, the leucrotta moves up to half its speed and makes a Bite attack.

LEUCROTTA MATRIARCH

The leucrotta matriarch is the largest and oldest leucrotta of its clan, and is often the most cunning and vicious as well.

In battle, it prefers to stand back, letting the younger females and males engage its foes, at it moves to the center of battle to maximize its Pack Leader trait.

LEUCROTTA MATRIARCH

Huge Monstrosity, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	9 (-1)	16 (+3)	8 (-1)

Skills Deception +5, Intimidation +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Gnoll
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Mimicry. The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Pack Leader. The leucrotta's allies have advantage on attack rolls while within 20 feet of the leucrotta, provided it isn't incapacitated.

Pack Tactics. The leucrotta has advantage on an attack roll against a creature if at least one of the leucrotta's allies is within 5 feet of the creature and the ally isn't incapacitated.

Stench. Any creature other than a leucrotta or gnoll that starts its turn within 5 feet of the leucrotta must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all leucrottas for 1 hour.

ACTIONS

Multiattack. The leucrotta makes one Bite attack and one Hooves attack. If available, it can make one Bone Bite attack in place of its Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage, and the target is grappled (escape DC 16). If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

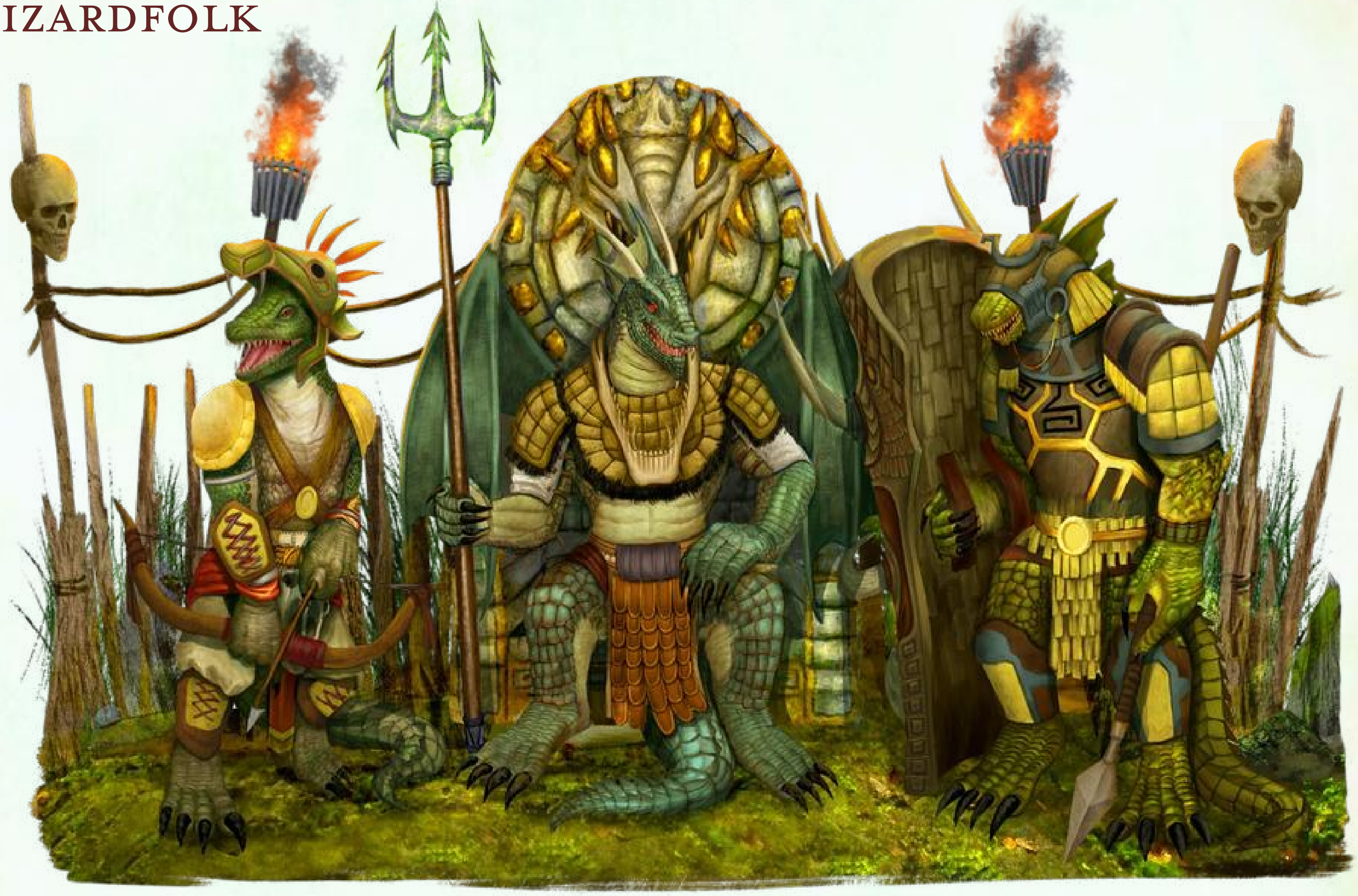
Bone Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target it is grappling with. *Hit:* 19 (3d8 + 6) piercing damage, and if the target is a creature, it must succeed on a DC 17 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is reduced to 10 feet for 1 minute. The effects end when the creature regains all of its hit points.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

BONUS ACTIONS

Kicking Retreat. Immediately after the leucrotta makes a Hooves attack, it takes the Disengage action.

LIZARDFOLK



LIZARDFOLK ARCANE ARCHER

Long ago lizardfolk shamans stumbled upon the knowledge of weapons being imbued with elven magic. Now a few tribes are able to reproduce it.

Lizardfolk arcane archers are able to imbue their arrow shots with magical energy, creating shots that can explode and fill an area with poison and even enfeeble or blind a foe. They are very rare, however, as only the most intelligent lizardfolk can become arcane archers.

LIZARDFOLK ARCANE ARCHER

Medium Humanoid (Lizardfolk), Typically Neutral

Armor Class 16 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	7 (-2)

Skills Athletics +3, Perception +3, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Magic Ranged Weapons. The lizardfolk's ranged weapon attacks are magical.

ACTIONS

Multiattack. The lizardfolk makes two ranged attacks or two melee attacks.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

BONUS ACTIONS

Arcane Shot (3/Day). When the lizardfolk hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. *Poison Arrow.* The target and all other creatures within 10 feet of it take an extra 10 (3d6) poison damage each.
2. *Enfeebling Arrow.* The target takes an extra 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw, or the damage dealt by its weapon attacks are halved until the start of the lizardfolk's next turn.
3. *Shadow Arrow.* If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 12 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the lizardfolk's next turn.

Curving Shot. When the lizardfolk makes a ranged attack roll and misses, it can reroll the attack roll against a different target within 60 feet of the original target.

Lizardfolk Emperor

Lizardfolk tainted with the blood of the demon lord Sess'innek become lizardfolk kings. Eventually, one of these kings will rise in power and rule over other kings and becomes the lizardfolk emperor. Ruthless and evil, the lizardfolk emperor serves its demon lord by aggressively expanding its territory, slaying and devouring all other humanoid creatures, even other lizardfolk. Those who worship Semuanya are prepared and sacrificed to Sess'innek by its priests in the presence of the emperor.

Lizardfolk Emperor

Medium Humanoid (Lizardfolk), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +6, Wis +4
Skills Intimidation +6, Perception +7, Stealth +8, Survival +7
Condition Immunities frightened
Senses passive Perception 17
Languages Abyssal, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Fervor. The lizardfolk's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the lizardfolk, provided it isn't incapacitated.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Legendary Resistance (1/Day). If the lizardfolk fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The lizardfolk makes one Bite attack and two Trident attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) acid damage.

Abyssal Breath (Recharge 5–6). The lizardfolk exhales abyssal gas in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage and 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Skewer. Immediately after the lizardfolk hits a target with a trident attack, the lizardfolk deals an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

Legendary Actions

The lizardfolk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lizardfolk regains spent legendary actions at the start of its turn.

Move. The lizardfolk moves up to half its speed.

Trident (Costs 2 Actions). The lizardfolk makes a Trident attack.

Frighten Foes (Costs 1-3 Actions). The lizardfolk targets up to 3 enemies it can see within 30 feet of it. If the target can see and hear the lizardfolk, the target must succeed on a DC 14 Wisdom saving throw or be frightened until the end of lizardfolk's next turn. It costs 1 legendary action per target.

Lizardfolk Vanguard

Lizardfolk vanguards serve as the chieftain's or king's bodyguards or lead its war party into battle. They always heavy armor, and will favor swords and shields over crude weapons.

Lizardfolk Vanguard

Medium Humanoid (Lizardfolk), Typically Neutral

Armor Class 18 (breastplate, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Str +5, Dex +4, Con +5
Skills Athletics +7, Perception +3, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Threatening. Creatures provoke an opportunity attack from the lizardfolk when they move 5 feet or more while within the lizardfolk's reach, and if the lizardfolk hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Actions

Multiattack. The lizardfolk makes one Bite attack and two Longsword attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

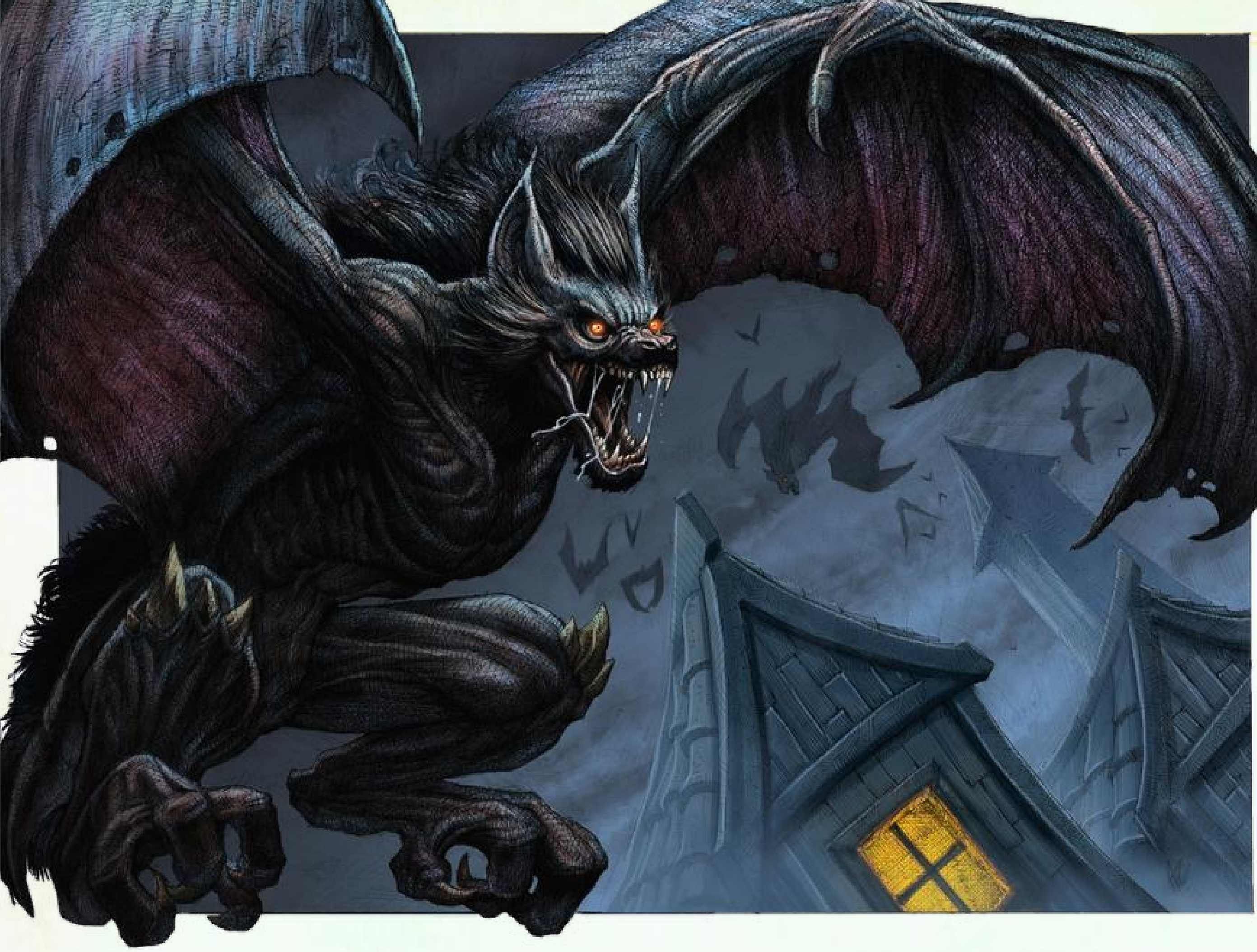
Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, and the target is marked until the end of the lizardfolk's next turn. This effect ends early if the lizardfolk is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the lizardfolk, a creature marked by the lizardfolk has disadvantage on any attack roll that doesn't target the lizardfolk.

Bonus Actions

Punish the Marked. The lizardfolk makes a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the lizardfolk during the last turn. The lizardfolk's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Reactions

Parry. The lizardfolk adds 3 to its AC against one melee attack that would hit it. To do so, the lizardfolk must see the attacker and be wielding a melee weapon.



LYCANTHROPES

WEREBAT ALPHA

While most werebats are of goblin stock, some Underdark humanoids (drow, grimlocks, duergar, etc.) and even orcs can become afflicted too. These tend to be more experienced and intelligent than the common werebat, and find themselves leading the colony (see *Waterdeep: Dungeon of the Mad Mage* for more information on werebats).

WEREBAT ALPHA

Medium Humanoid (Shapechanger), Typically Neutral Evil

Armor Class 14 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft. (climb 30 ft., fly 60 ft. in bat or hybrid form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common (can't speak in rat form)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Echolocation. The werebat can't use its blindsight while deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Leader. The werebat's allies have advantage on attack rolls while within 20 feet of the werebat, provided it isn't incapacitated.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werebat makes two Longsword attacks or two Longbow attacks. In hybrid form, it can make one Bite attack and one Longsword attack.

Bite (Bat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the werebat gains temporary hit points equal to the damage dealt. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werebat lycanthropy.

Longsword. *Melee Weapon Attack*: +4 to hit, one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Change Shape. The werebat polymorphs into a Medium bat-humanoid hybrid or into a Large giant bat, or back into its true form, which appears humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Wererat Assassin

Wererats who show an aptitude for becoming inconspicuous and have mastered the craft of making quick and silent kills become assassins. They normally join thieves' and assassins' guilds but seldom do they reveal their true nature.

Ogre Wererat

Normally only humanoids can be afflicted with lycanthropy. However, there have been a few rare cases where giants, for some unknown reason or fluke, become cursed after suffering a bite from a werecreature. The ogre wererat is such an example. To the ogre, the curse has become a gift. The transformation has given it more resistance and stamina, acute senses, cunning, and agility. Unfortunately, it now also has an insatiable appetite for flesh.

An ogre wererat can sometimes be found in the company of other wererats and serves as their muscle.

Werewolf Favored by Malar

Malar the Beastlord, the god of bestial bloodlust, savagery, and evil lycanthropes, will sometimes choose amongst its worshippers champions to lead its flock. These champions must have proven itself in savage combat, displaying both unparalleled brutality and cunning. They Beastlord bestows upon them enhanced strength, ferocity, and extraordinary abilities.

There are only a handful of such champions, known as Favored by Malar, and only one exists for each type of evil lycanthrope. The overall leader of the People of the Black Blood, a loosely organized tribe of evil lycanthropes that worship Malar, is almost always a Favored by Malar.

Wererat Assassin

Medium Humanoid (Shapechanger), Typically Lawful Evil

Armor Class 16 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +3, Stealth +10
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common (can't speak in rat form)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the wererat has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the wererat scores against a surprised creature is a critical hit.

Cunning Action. The wererat takes the Dash, Disengage, or Hide action.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack (1/Turn). The wererat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a Bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Change Shape. The werebat polymorphs into a Medium rat-humanoid hybrid or into a giant rat, or back into its true form, which appears humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Wererat, Ogre

Large Giant (Shapechanger), Typically Lawful Evil

Armor Class 12 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

Skills Perception +2, Stealth +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant (can't speak in rat form)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Smell. The ogre wererat has advantage on Wisdom (Perception) checks that rely on smell.

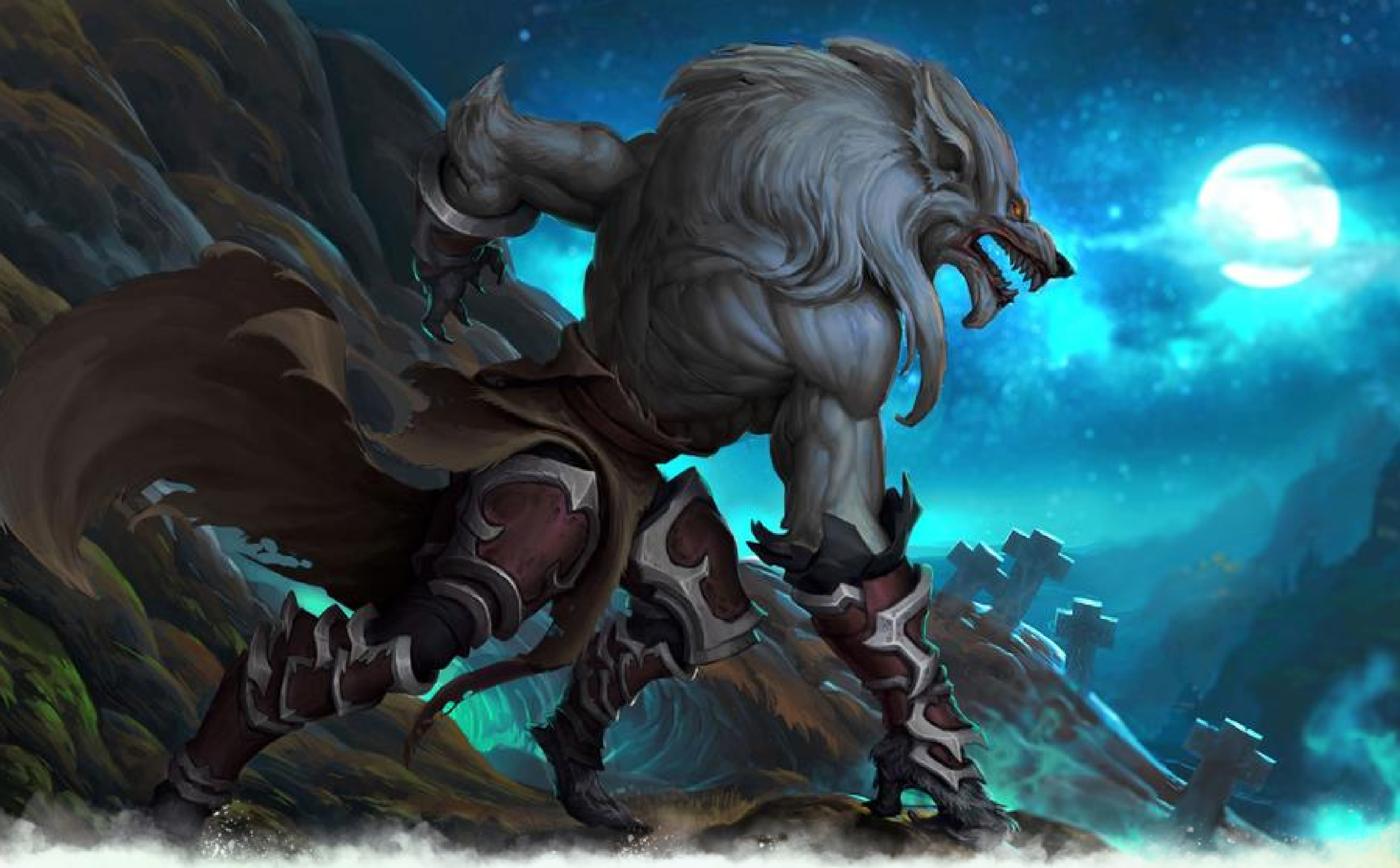
Actions

Multiattack (Humanoid or Hybrid Form Only). The ogre wererat makes two attacks, only one of which can be a Bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wererat lycanthropy.

Greatclub (Giant or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Change Shape. The ogre wererat polymorphs into a Large rat-humanoid hybrid or into a Large giant rat, or back into its true form, which appears humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



WEREWOLF FAVORED BY MALAR

Medium Humanoid (Shapechanger), Typically Chaotic Evil

Armor Class 15 (chain shirt) in humanoid and hybrid form, 14 (natural armor) in wolf form
Hit Points 199 (21d8 + 105)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	13 (+1)	14 (+2)	14 (+2)

Skills Intimidation +7, Perception +12, Stealth +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 22
Languages Common (can't speak in wolf form)
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pack Leader. The werewolf's allies have advantage on attack rolls while within 20 feet of the werewolf, provided it isn't incapacitated.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werewolf makes two Greataxe attacks. In hybrid form, the werewolf makes one Bite attack and two Greataxe attacks, or one Bite attack and two Claw attacks.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Change Shape. The werewolf polymorphs into a Large wolf-humanoid hybrid or into a Large dire wolf, or back into its true form, which appears humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

BONUS ACTIONS

Savage Howl (Recharge 5–6). The werewolf emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by Savage Howl gains advantage on attack rolls and saving throws until the start of the werewolf's next turn. All other creatures within 30 feet must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the werewolf's Savage Howl for the next 24 hours.

LEGENDARY ACTIONS

The werewolf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The werewolf regains spent legendary actions at the start of its turn.

Charge. The werewolf moves up to its speed.
Bite. The werewolf makes a Bite attack.
Greataxe (Costs 2 Actions). The werewolf makes a Greataxe attack.
Savagery of Malar (Costs 3 Actions). Up to three lycanthrope allies within 60 feet of the werewolf that can hear it can use their reactions to move up to half their speed and make one melee attack each with advantage on the roll.

MARUT

MARUT CONCORDANT

Concordants were created to carry out justice for broken contracts accepted and imposed by the marut. As with the contract holders, the concordant does not consider the grey area of things, focusing solely on what is written – however good or evil the implications may be. Concordants are persistent beings and will hunt contract-breakers through dimensions and planes until it can exact justice with its thunderous fists.

MARUT GUARDS

Marut guards are posted in and around the city of Sigil. Smaller than the typical marut construct, guards are armed with a greatsword that is primarily used to break any in-fighting within parties and defend the Hall of Concordance from intrusion. Marut guards are sometimes sent to accompany marut concordants on the latters' missions, especially when they are instructed to capture and bring back contract breakers.

MARUT CONCORDANT

Large Construct, Lawful Neutral

Armor Class 21 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	17 (+3)	13 (+1)	16 (+2)

Saving Throws Int +8, Wis +6, Cha +7
Skills Insight +6, Intimidation +7, Perception +6
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 16
Languages all but rarely speaks
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Immutable Form. The marut is immune to any spell or effect that would alter its form.

Magic Resistance. The marut has advantage on saving throws against spells and other magical effects.

Unusual Nature. The marut doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The marut makes one Lightning Slam attack and one Thunder Slam attack.

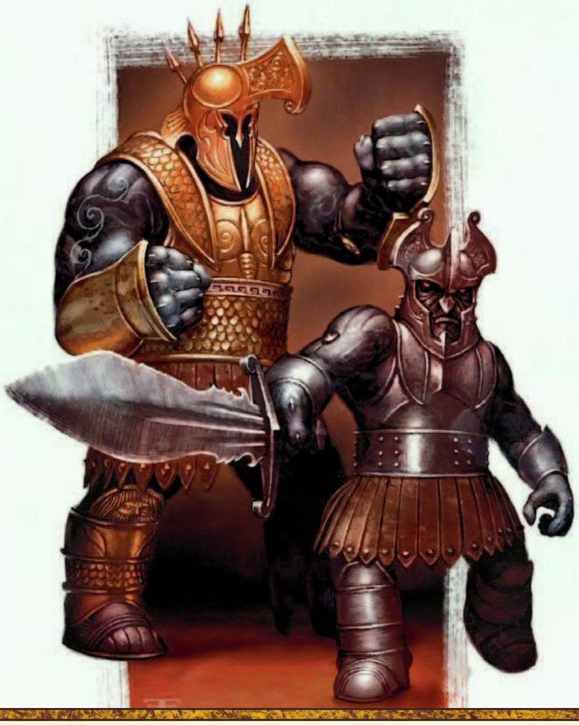
Lightning Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 force damage plus 10 lightning damage and the target must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of the marut's next turn.

Thunder Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 force damage plus 10 thunder damage and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Thunderous Edict (Recharge 5–6). The marut chooses a point it can see within 60 feet of it. Thunder and lightning energy erupts in a 20-foot-radius sphere centered on that point. Every creature in that area takes 15 lightning damage and 15 thunder damage. Each creature that takes any of this damage must succeed on a DC 18 Constitution saving throw or be stunned until the end of the marut's next turn.

Spellcasting. The marut casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16).

At will: *hunter's mark, locate creature, mind spike*
1/day: *plane shift* (self only)



MARUT GUARD

Medium Construct, Lawful Neutral

Armor Class 20 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +4
Damage Resistances thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages all but rarely speaks
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Immutable Form. The marut is immune to any spell or effect that would alter its form.

Magic Resistance. The marut has advantage on saving throws against spells and other magical effects.

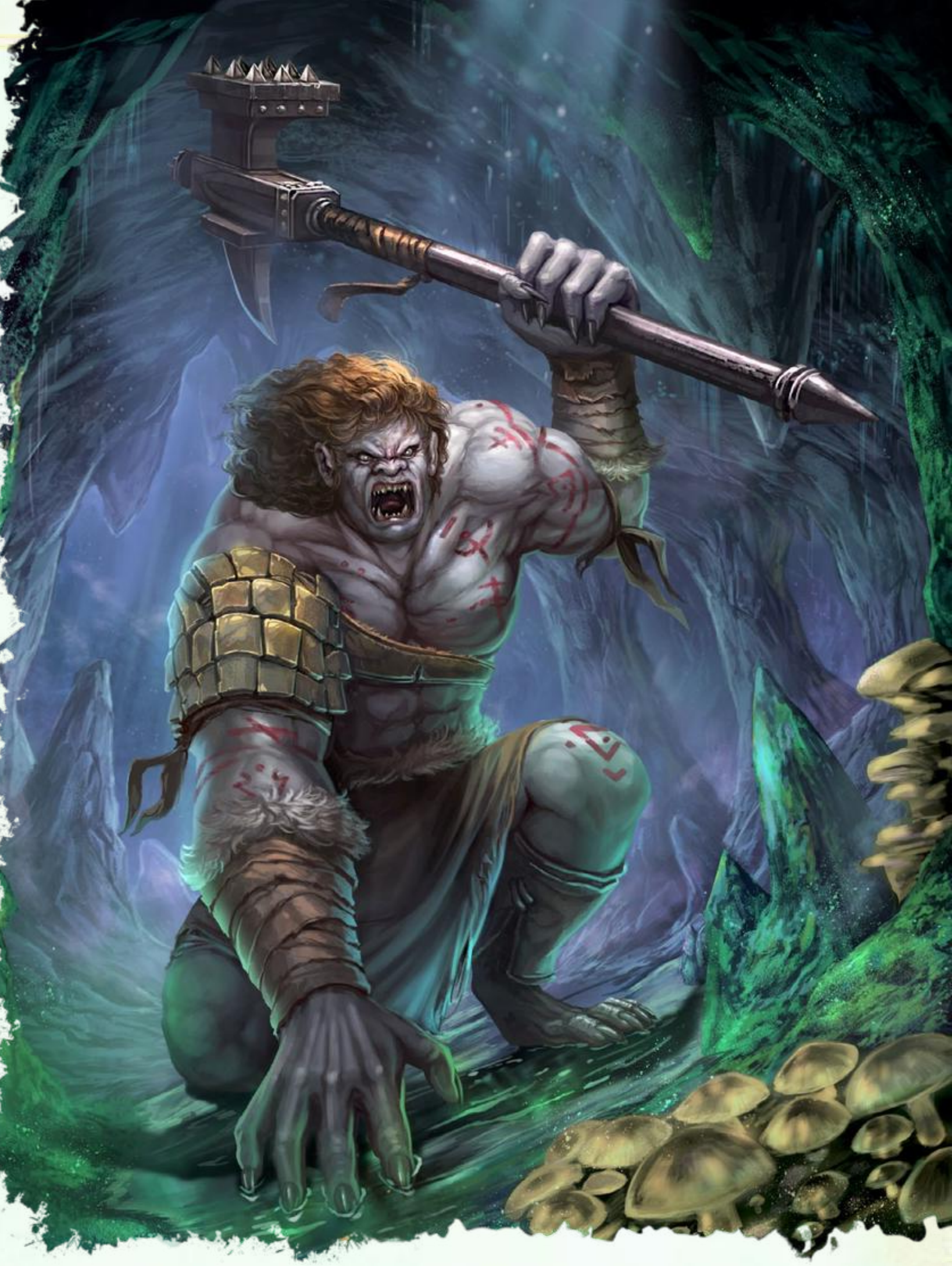
Unusual Nature. The marut doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The marut attacks twice with its Greatsword.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

MAUR



MAUR (HUNCHED GIANT)

Maurs, also known as hunched giants, are rumored to be the devolved cousins of Storm Giants that have been trapped millions of years ago deep in the Underdark. The harsh, cramped, and tight spaces of subterranean life has transformed them into hunched, stoop-shouldered caricatures of their former greatness and their skin and hair pasty white. Unless there is actual space to stand up, these 15-foot tall giants are always hunched over and scraping their knuckles on the floor.

Unfurled Might. Maurs are armed with stone-mail and stone weapons, and they decorate their skin by scarring glyphs onto it. They typically set up ambush by melding into stone, wait for their intended targets to pass by them, before launching an assault with their stone warhammer. If faced with difficult foes and there is a large enough space in the area, they can unfurl, stretch, and stand in a process that can be seen as intensely painful. Once fully upright, the Maurs are better able to leverage their strength and spell capabilities to their maximum potential. Due to their evolved physiology however, they are unable to maintain an upright position for a long period of time and must return to their hunched form as soon as they can.

Symbiotic Giants. Maurs are only encountered in the Underdark, and unless forced, never leave it. They are very rarely encountered in large groups, and, due to the challenges they have with their size, they work and create symbiotic relationships with smaller intelligent races such as duergar, grimlocks, svirfneblin, and troglodytes to serve as guards in exchange for food and treasure.

MAUR (HUNCHED GIANT)

Large Giant, Typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 138 (12d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	9 (-1)	15 (+2)	16 (+3)

Skills Perception +5, Nature +5
Senses darkvision 120 ft., passive Perception 15
Languages Giant, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the maur hits with it (included in the attack).

ACTIONS

Multiattack. The maur makes two Warhammer attacks.

Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, or 25 (4d8 + 7) bludgeoning damage while unfurled.

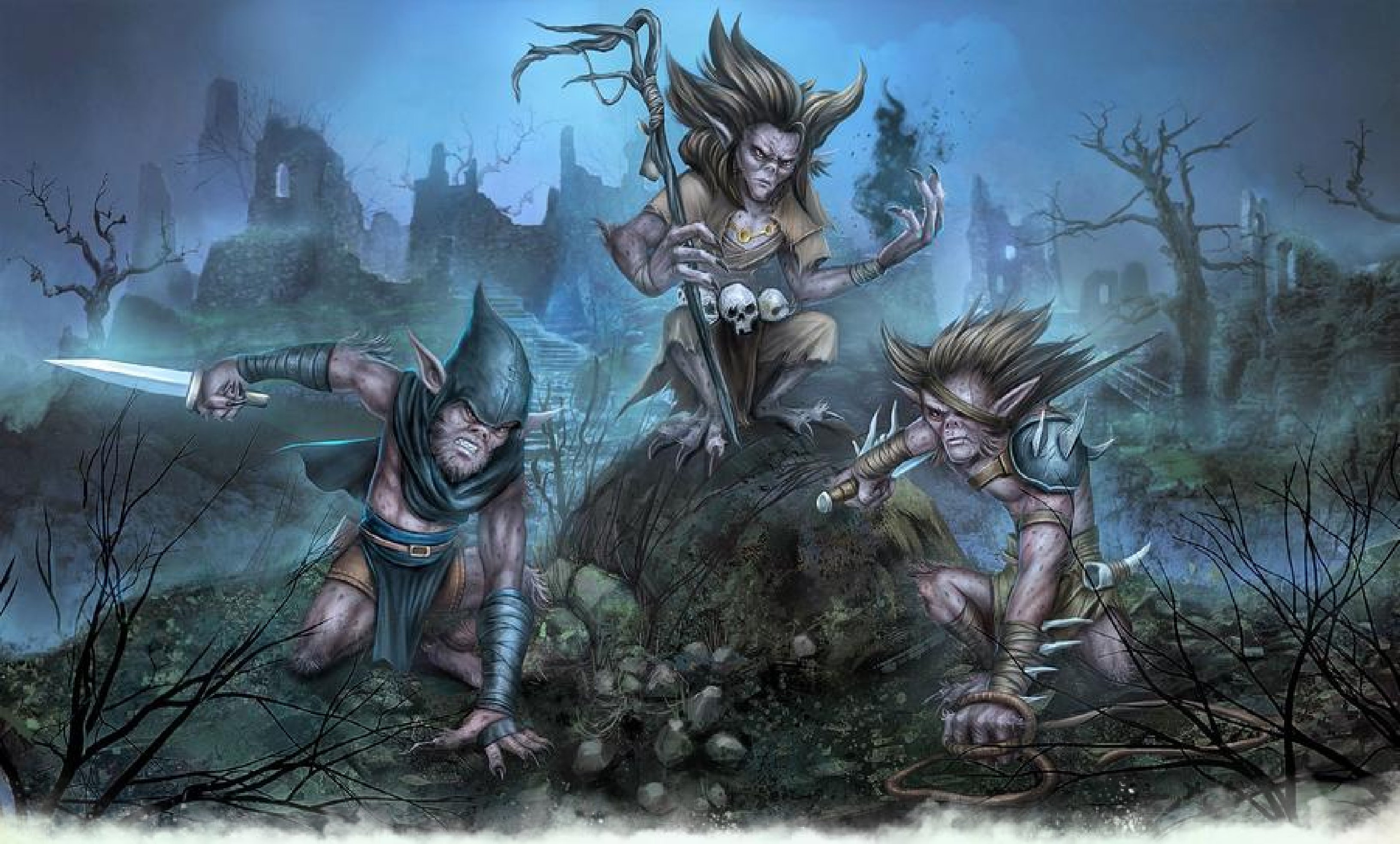
Unfurled Might (Recharges after a Short or Long Rest). For 1 minute, the maur increases in size, along with anything it is wearing or carrying. While unfurled, the maur is Huge, deals one extra die of weapon damage on Strength-based weapon attacks (included in the attacks), makes Strength checks and Strength saving throws with advantage, and gains the ability to cast *call lightning* and *chain lighting* once per day. If the maur lacks the room to become Huge, it attains the maximum size possible in the space available.

Rock. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 23 (3d10 +7) bludgeoning damage, or 29 (4d10 + 7) bludgeoning damage while unfurled.

Tunnel Scream (Recharge 5–6). The maur magically emits a deafening scream in a 60-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 27 (6d8) thunder damage, is deafened for 1 minute, and stunned until the end of the maur's next turn. On a successful save, a creature takes half as much damage and isn't deafened or stunned.

Spellcasting. The maur casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

2/day each: *meld into stone, move earth, spider climb*
1/day each (while unfurled only): *call lightning, chain lightning*



Meazels

Meazel Assassin

Medium Monstrosity, Typically Neutral Evil

Armor Class 14
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +8
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Assassinate. During its first turn, the meazel has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the meazel scores against a surprised creature is a critical hit.

Evasion. If the meazel is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the meazel instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The meazel deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the meazel that isn't incapacitated and the meazel doesn't have disadvantage on the attack roll.

Actions

Multiattack. The meazel makes two Shortsword attacks.

Garrote. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target of the meazel' s size or smaller. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14 with disadvantage). Until the grapple ends, the target takes 11 (2d6 + 4) bludgeoning damage at the start of each of the meazel's turns. The meazel can't make weapon attacks while grappling a creature in this way.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) necrotic damage.

Shadow Teleport (Recharge 5–6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

Bonus Actions

Cunning Action. The meazel takes the Dash, Disengage, or Hide action.

MEAZEL ASSASSIN

Meazels with noteworthy cunning and martial skill become assassins for hire, often offering their services to intelligent creatures from the Shadowfell, such as the shadar-kai.

Dark Ambushers. They take advantage of the shadows, striking seemingly out of nowhere when their intended victim venture close to their ambush spot. Against tougher targets, meazel assassins will use their Shadow Teleport ability to bring the targets into the Shadowfell, leaving them temporarily to be engaged by whatever horrors that lurk nearby before returning to finish them off.

MEAZEL SHADOW MAGE

Medium Monstrosity, Typically Neutral Evil

Armor Class 11 (14 with *mage armor*)
Hit Points 58 (13d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	14 (+2)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The meazel makes two Ink Lance attacks. The meazel can replace one of the attacks with a use of Spellcasting.

Ink Lance. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. Hit: 16 (3d8 + 3) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw be or be blinded until the end of its next turn.

Shadow Blast (1/Day). Shadowy tendrils project from the meazel's fingertips in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 21 (6d6) necrotic damage and is weakened for 1 minute. While weakened, the creature has disadvantage on the following rolls that rely on Strength: attack rolls, ability checks, and saving throws. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't weakened.

Spellcasting. The meazel casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *minor illusion, true strike*
2/day each: *darkness, false life, mage armor*
1/day each: *fear, wither and bloom*

Shadow Teleport (Recharge 5–6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the meazel takes the Hide action.

MEAZEL THUG

Some meazels are thugs that congregate and form packs for the purpose of having strength in numbers. This allows them to successfully attack groups instead of just single targets.

Meazel thugs are often hired to kill or kidnap a specific target. In such cases, the thugs will try to create a distraction, engage any guards, divert attention, and sow confusion before grabbing the target and taking it back to the Shadowfell.

MEAZEL THUG

Medium Monstrosity, Typically Neutral Evil

Armor Class 13
Hit Points 54 (12d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (+0)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Pack Tactics. The meazel has advantage on an attack roll against a creature if at least one of the meazel's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target of the meazel' s size or smaller. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14 with disadvantage). Until the grapple ends, the target takes 10 (2d6 + 3) bludgeoning damage at t he start of each of the meazel's turns. The meazel can't make weapon attacks while grappling a creature in this way.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) necrotic damage.

Shadow Teleport (Recharge 5–6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the meazel takes the Hide action.

MEENLOCKS

MEENLOCK CORRUPTOR

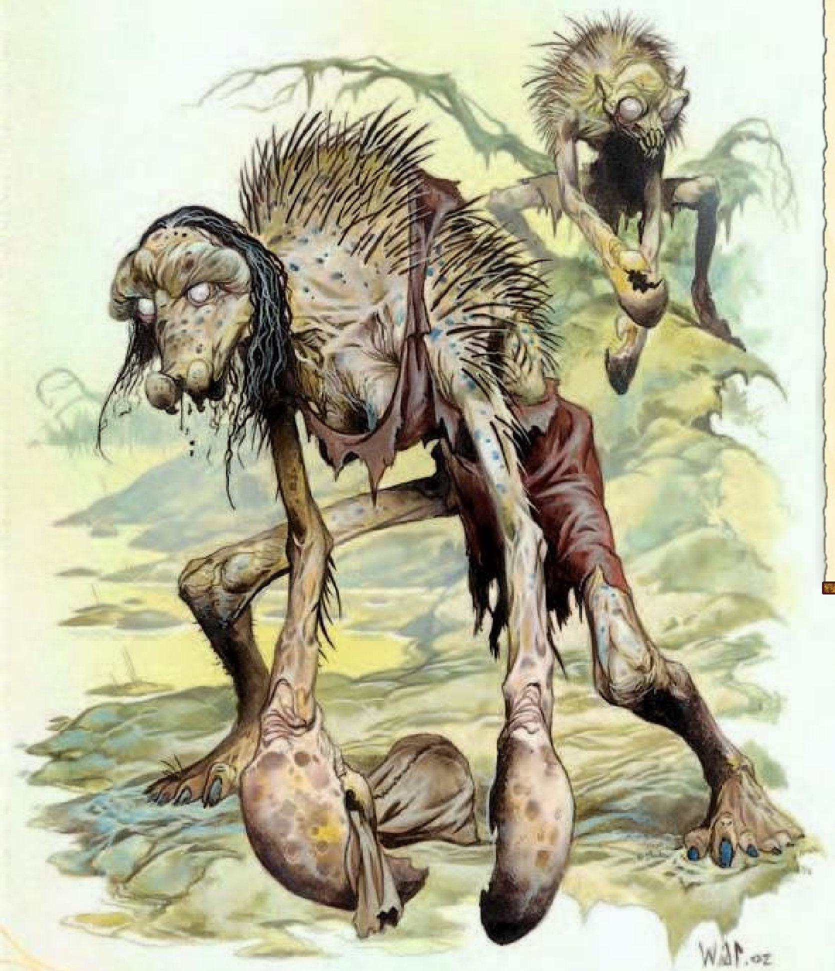
Meenlock corruptors take utmost pleasure in psychologically tormenting their prey. These twisted fey make full use of their Horrid Link and Corrupt Thoughts ability, cursing their targets to make them vulnerable to further psychic attacks. They will use the spell *enemies abound* against a large group, and *dominate person* against smaller ones.

MEENLOCK ELDER

The meenlock elder is an older and more power meenlock corruptor. It knows more psionic spells it can cast to torment its foes and has the capability to force foes to attack each other.

MEENLOCK STALKER

The meenlock stalker is an extraordinary tracker. It uses *mind spike* to keep track of its prey, and *darkness* and shadow stealth to keep from being noticed. When it finally finds an ideal moment to ambush its prey, it first uses Maddening Thoughts to stun it, before rending it with its Claws to paralyze it.



MEENLOCK CORRUPTOR

Small Fey, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 71 (13d6 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7, Survival +4
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages telepathy 120 ft.
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corrupt Thoughts. The meenlock targets a humanoid creature within 30 feet of it. The creature must succeed on a DC 12 Wisdom saving throw. A nongood creature has disadvantage on the saving throw. On a failed save, the creature takes 16 (4d6 + 2) psychic damage and is cursed for 1 minute. Until the curse ends, the target has disadvantage on Wisdom and Intelligence saving throws, all ability checks, and the meenlock is always invisible to it. On a successful save, the creature takes only half as much damage and isn't cursed.

Spellcasting (Psionics). The meenlock casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

1/day each: *dominate person, enemies abound*

BONUS ACTIONS

Horrid Link (1/Turn). The meenlock targets a creature it can see within 30 feet of it. Each time the meenlock takes damage, the target takes 5 (1d10) psychic damage. This effect lasts until the start of the meenlock's next turn.

Shadow Teleport (Recharge 5–6). The meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

MEENLOCK ELDER

Small Fey, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 88 (16d6 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	9 (-1)

Skills Perception +9, Stealth +9, Survival +6
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 19
Languages telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 13 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corrupt Thoughts. The meenlock targets a humanoid creature within 30 feet of it. The creature must succeed on a DC 14 Wisdom saving throw. A nongood creature has disadvantage on the saving throw. On a failed save, the creature takes 20 (5d6 + 3) psychic damage and is cursed for 1 minute. Until the curse ends, the target has disadvantage on Wisdom and Intelligence saving throws, all ability checks, and the meenlock is always invisible to it. On a successful save, the creature takes only half as much damage and isn't cursed.

Twisted Thoughts (Recharge 5–6). The meenlock chooses up to three humanoid creatures it can see within 30 feet of it. Each target must succeed on a DC 14 Intelligence saving throw. On a failed save, the target must use its reaction to move up to half its speed and make one weapon attack against a creature of the meenlock's choice.

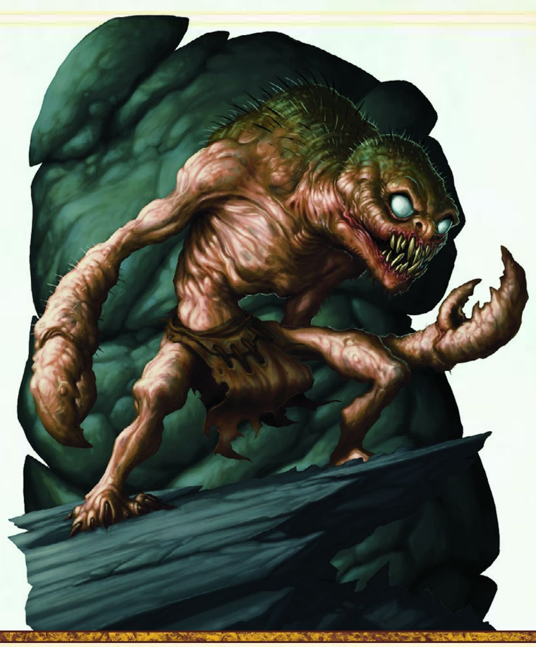
Spellcasting (Psionics). The meenlock casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

2/day each: *darkness, enemies abound, mind spike*
1/day each: *dominate person, mass suggestion, synaptic static*

BONUS ACTIONS

Horrid Link (1/Turn). The meenlock targets a creature it can see within 30 feet of it. Each time the meenlock takes damage, the target takes 5 (1d10) psychic damage. This effect lasts until the start of the meenlock's next turn.

Shadow Teleport (Recharge 5–6). The meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.



MEENLOCK STALKER

Small Fey, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +7, Survival +4
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages telepathy 120 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Maddening Thoughts. The meenlock targets a humanoid creature within 30 feet of it. The creature must succeed on a DC 12 Intelligence saving throw. On a failed save, the creature takes 12 (3d6 + 2) psychic damage and is stunned until the end of its next turn.

Spellcasting (Psionics). The meenlock casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

1/day each: *darkness, mind spike*

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the meenlock can takes the Hide action.

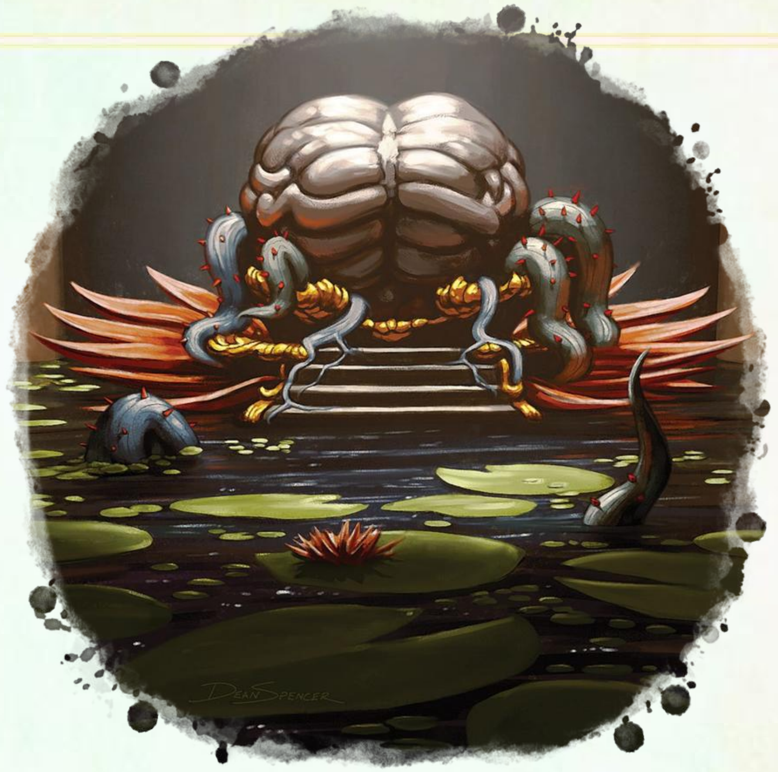
Shadow Teleport (Recharge 5–6). The meenlock teleports to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

MIND FLAYERS

ANCIENT ELDER BRAIN

An ancient elder brain has lived for centuries and has absorbed thousands of mind flayer brains, making it even more powerful. It has increased its spellcasting powers and can lash out with two tentacles at a time during combat.

It is never without a few ulitharids near its brine pool that serve as its guardians.



ANCIENT ELDER BRAIN

Huge Aberration, Typically Lawful Evil

Armor Class 10
Hit Points 297 (22d12 + 154)
Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	24 (+7)	22 (+6)	20 (+5)	24 (+7)

Saving Throws Int +12, Wis +11, Cha +13
Skills Arcana +12, Deception +13, Insight +11, Intimidation +13, Persuasion +13
Senses blindsight 120 ft., passive Perception 15
Languages understands Common, Deep Speech, and Undercommon but can't speak, telepathy 5 miles
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Creature Sense. The elder brain is aware of the presence of creatures within 10 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Legendary Resistance (3/Day). If the elder brain fails a saving throw, it can choose to succeed instead.

Magic Resistance. The elder brain has advantage on saving throws against spells and other magical effects.

Telepathic Hub. The elder brain can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. The elder brain can let those creatures telepathically hear each other while connected in this way.

ACTIONS

Multiattack. The elder brain makes two Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 40 ft., one creature. *Hit:* 26 (5d8 + 4) bludgeoning damage and the target is grappled (escape DC 16) and takes 15 (2d8 + 6) psychic damage at the start of each of its turns until the grapple ends. The elder brain can have up to four targets grappled at a time.

Mind Blast (Recharge 5–6). Creatures of the elder brain's choice within 90 feet of it must succeed on a DC 20 Intelligence saving throw or take 44 (7d10 + 6) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting (Psionics). The elder brain casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *detect thoughts, levitate, shield*
3/day each: *dominate monster, telekinesis*
1/day each: *plane shift, psychic scream*

Psychic Link. The elder brain targets one incapacitated creature it can perceive with its Creature Sense trait and establishes a psychic link with that creature. Until the psychic link ends, the elder brain can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the elder brain can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 20 Charisma saving throw. On a successful save, the target takes 14 (4d6) psychic damage. The psychic link also ends if the target and the elder brain are more than 5 miles apart, with no consequences to the target. The elder brain can form psychic links with up to ten creatures at a time.

Sense Thoughts. The elder brain targets a creature with which it has a psychic link. The elder brain gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates}. The elder brain can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom (Insight} check. If the elder brain succeeds, the mind believes the deception for l hour or until evidence of the lie is presented to the target.

LEGENDARY ACTIONS

The elder brain can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The elder brain regains spent legendary actions at the start of its turn.

Tentacle. The elder brain makes one Tentacle attack.
Break Concentration. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain breaks the creature's concentration on a spell it has cast. The creature also takes 1d6 psychic damage per level of the spell.
Psychic Pulse. The elder brain targets a creature within 120 feet of it with which it has a psychic link. Enemies of the elder brain within 10 feet of that creature take 14 (4d6) psychic damage.
Sever Psychic Link. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.
Cast Spell (Costs 3 Actions). The elder brain uses Spellcasting.

Ulitharid Mastermind

Large Aberration, Typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 135 (18d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	22 (+6)	19 (+4)	21 (+5)

Saving Throws Int +10, Wis +8, Cha +9
Skills Arcana +10, Deception +9, Insight +8, Perception +8, Persuasion +9, Stealth +5
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 2 miles
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Cunning Presence. An ally that starts is turn within 30 feet of this ulitharid and can see and hear this ulitharid can take the Dash, Disengage, or Hide action as a bonus action, provided the ulitharid isn't incapacitated.

Magic Resistance. The ulitharid has advantage on saving throws against spells and other magical effects.

Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Actions

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 28 (4d10 + 6) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 18 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 32 (4d12 + 6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting (Psionics). The ulitharid casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *detect thoughts, levitate*
1/day (each): *confusion, dominate monster, eyebite, feeblemind, mass suggestion, plane shift* (self only)*, project image, scrying, telekinesis*

Bonus Actions

Cunning Action. The ulitharid takes the Dash, Disengage, or Hide action.

Cunning Insight (Recharge 5–6). The ulitharid chooses a target it can see within 30 feet of it. The ulitharid and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the ulitharid. These effects last until the start of the ulitharid's next turn.

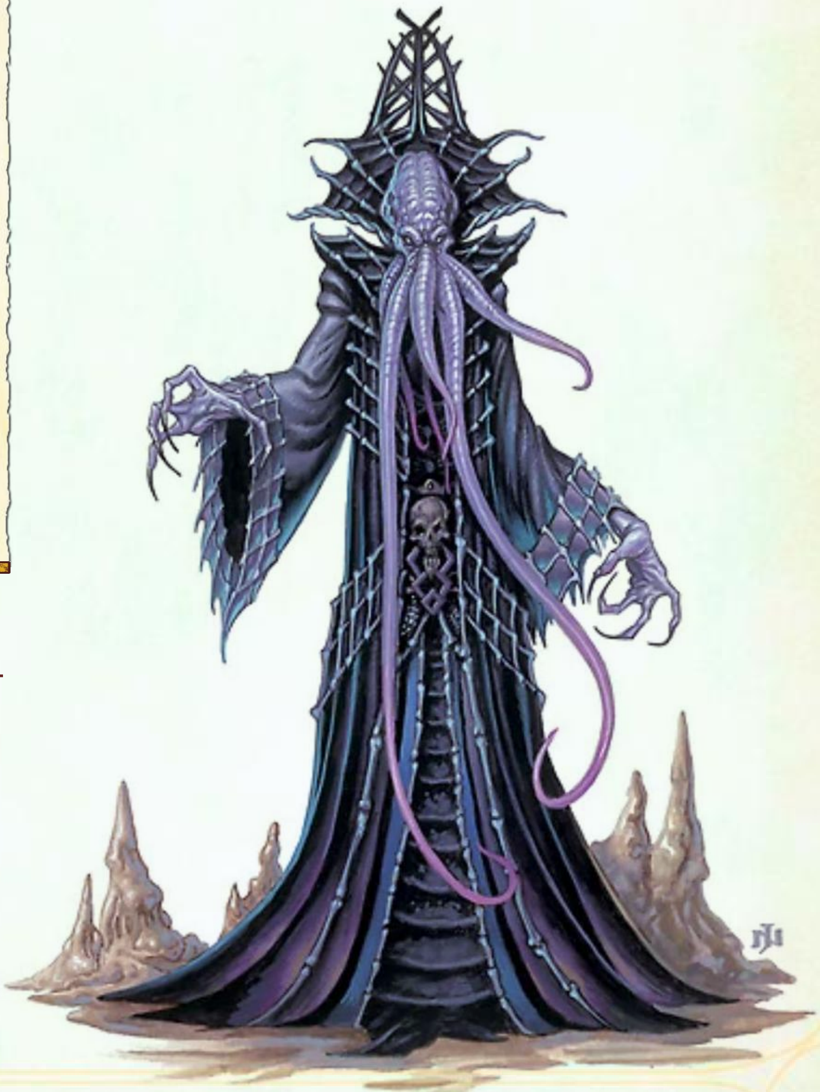
Reactions

Misdirection. When the ulitharid is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

Ulitharid Mastermind

An ulitharid mastermind is an extremely brilliant tactician, schemer, and manipulator. It does its work behind the scenes, secretly instructing its minions and underlings to do the dirty, hands-on tasks, while also influencing other powerful beings, such as other ulitharid and illithids, to work towards its goals, knowingly or unknowingly.

Paranoid Schemer. Due to its nature, an ulitharid mastermind is very careful in its actions, for fear that the elder brain will find it a threat, and end its life early. Because of this, it is very paranoid and tends to get rid of any loose ends, consuming their brains to leave no trace of evidence that the elder brain might discover.



Ulitharid Supreme

The most powerful ulitharid is given the title of Supreme and acts as the right hand of the illithid colony's elder brain. It rarely leaves the safety of its colony, preferring to act as the ulitharid's leader in an administrative function.

If it does have to leave, it is always accompanied by a couple of lesser ulitharids and more than a dozen illithid bodyguards. However, this is more for show than necessity, as the ulitharid supreme is very capable of defending itself, even against powerful foes, such as high level adventurers or giths.

Constant Threat. Despite how loyal it is to the elder brain, the ulitharid supreme knows that it has grown too much in power and will be recognized as a threat by the elder brain and its minions. It will thus prepare for contingencies, either to escape and break off from the colony, or to destroy and replace the elder brain as the colony's new leader.

Ulitharid Supreme

Large Aberration, Typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 161 (19d10 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	22 (+6)	20 (+5)	22 (+6)

Saving Throws Int +12, Wis +11, Cha +12
Skills Arcana +12, Deception +12, Insight +11, Perception +11, Stealth +7
Senses darkvision 120 ft., passive Perception 21
Languages Deep Speech, Undercommon, telepathy 2 miles
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Legendary Resistance (3/Day). If the ulitharid fails a saving throw, it can choose to succeed instead.

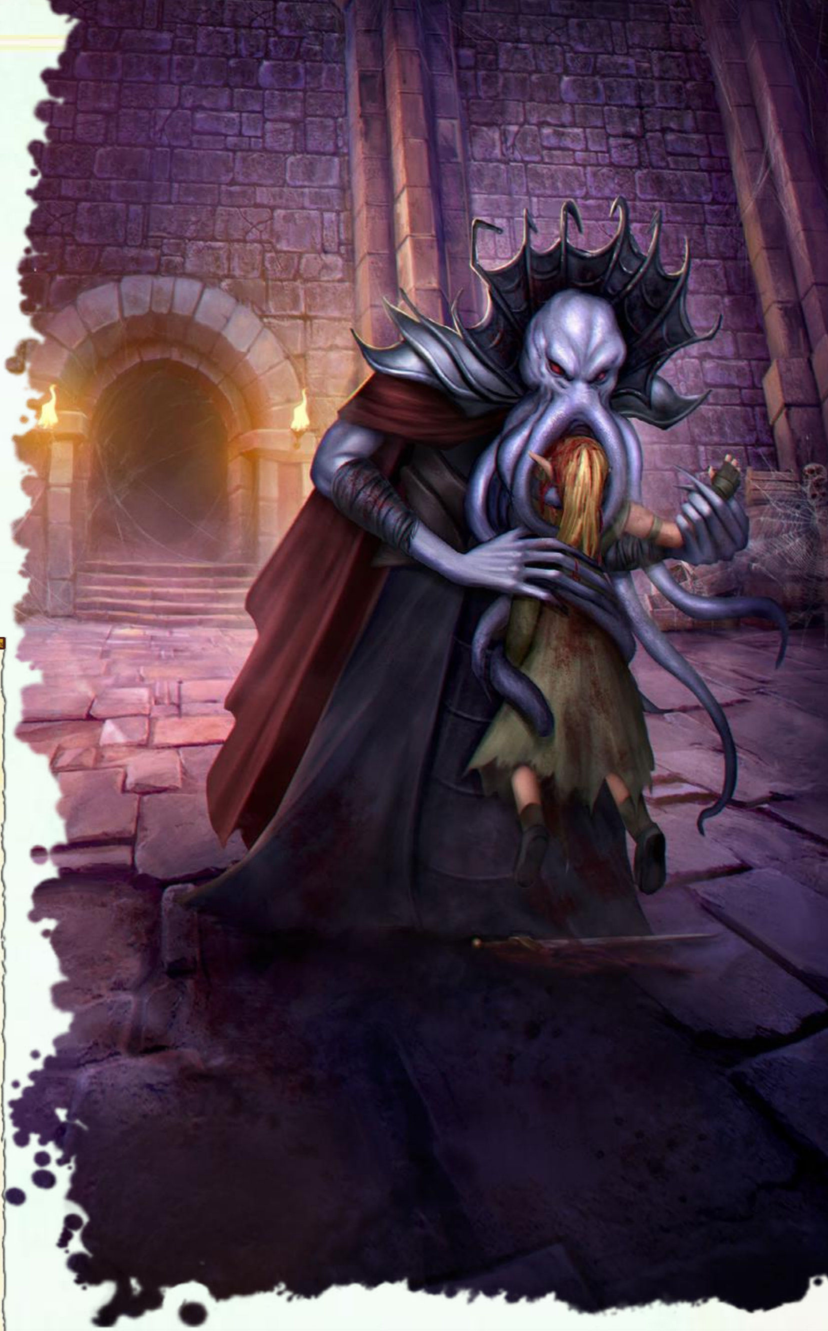
Magic Resistance. The ulitharid has advantage on saving throws against spells and other magical effects.

Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Actions

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 28 (4d10 + 6) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 19 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.



Mind Blast (Recharge 5–6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 20 Intelligence saving throw or take 32 (4d12 + 6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting (Psionics). The ulitharid casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *detect thoughts, mirror image, levitate*
3/day each: *confusion, scrying, telekinesis*
1/day each: *dominate monster, eyebite, feeblemind, mass suggestion, plane shift* (self only), *project image*

Legendary Actions

The ulitharid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ulitharid regains spent legendary actions at the start of its turn.

Tentacles. The ulitharid makes one attack with its Tentacles.
Cast Spell (Costs 2 Actions). The ulitharid uses Spellcasting.
Extract Brain (Costs 2 Actions). The ulitharid uses Extract Brain.

MOHRG

MOHRG

Serial killers and mass murderers who had a strong hatred for life and die without atoning for their sins catch the attention of Orcus, the Demon Prince of Undeath. These wicked souls are gifted unlife by the demon lord, and rise as mohrgs to continue their passion for killing.

Supernatural Strength. A mohrg appears as a nearly skeletal humanoid corpse, with its rib cage showing grotesque, writhing organs and viscera. It moves with incredible speed and unnatural strength, and often catches its victims with surprise because of this.

Cunning Sadist. Despite its appearances, a mohrg is not a mindless undead. It is quite cunning and feverishly experiences a perverse pleasure toying with and killing its victims. It will even carry a conversation with its prey, tormenting it with its thoughts of how it will slowly torture and dismember it alive.

MOHRG

Medium Undead, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Wis +4
Skills Perception +4, Stealth +10
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Unusual Nature. The mohrg doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The mohrg makes two Claw attacks and one Tongue attack.

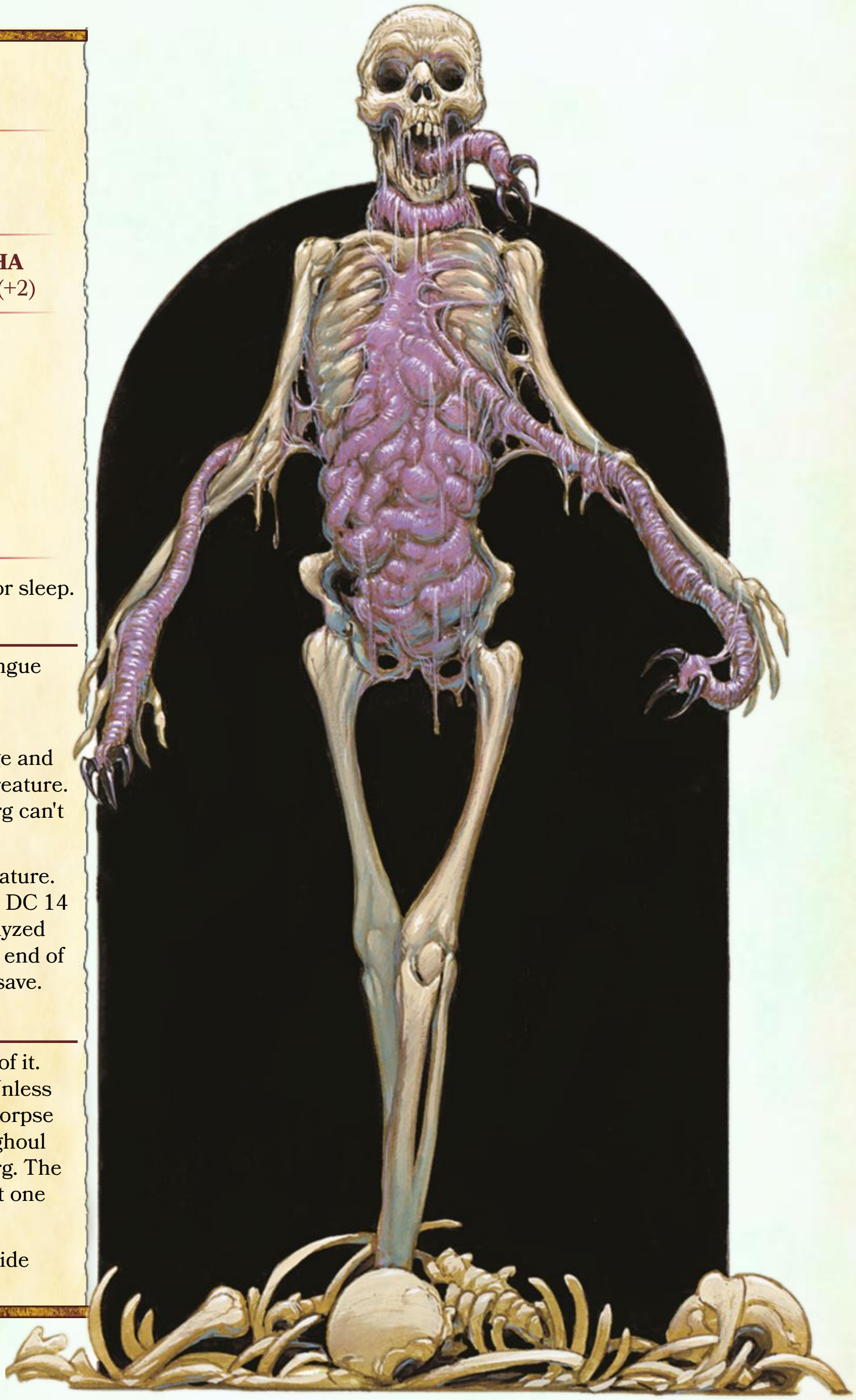
Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 4 (1d8) necrotic damage and target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the mohrg can't use its one of its Claw attacks on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must succeed a DC 14 Constitution saving throw. On a failed save, the target is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

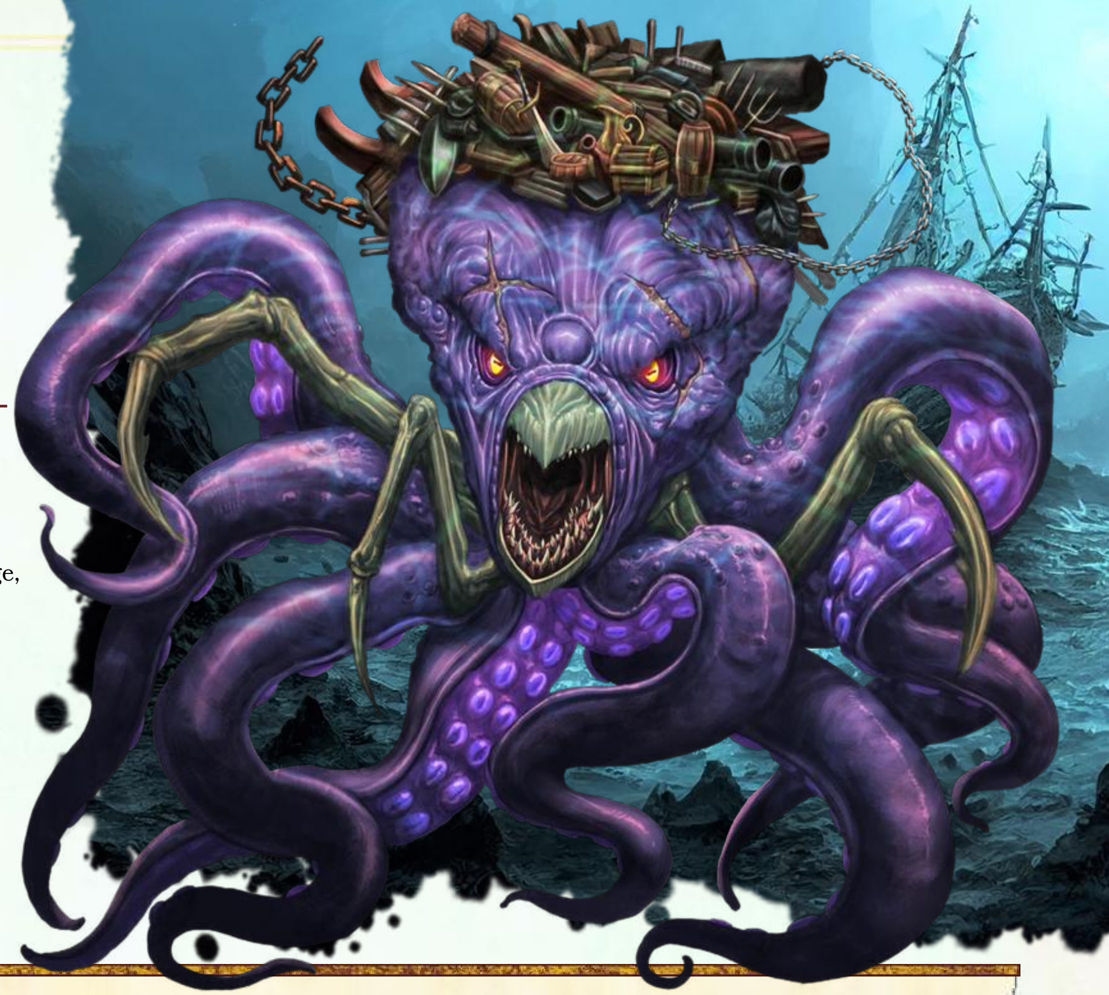
BONUS ACTIONS

Create Ghoul. The mohrg can choose a corpse within 5 feet of it. The corpse must be that of a humanoid slain by the mohrg. Unless the humanoid is restored to life or its body is destroyed, the corpse will rise as a ghoul at the start of the mohrg's next turn. The ghoul will act as an ally of the mohrg and under control of the mohrg. The mohrg can have no more than four ghouls under its control at one time.

Cunning Action. The mohrg takes the Dash, Disengage, or Hide action.



Morkoth



Ancient Morkoth

Morkoth normally only live for 80-100 years but a very rare few have unnatural life spans that go beyond that. These ancient morkoth has grown larger and more powerful than their brethren, and have amassed vast amounts of knowledge, becoming powerful wizards.

They make their lairs in the center of treacherous underwater mazes in the deepest parts of the seas or Underdark

Morkoth, Ancient

Huge Aberration, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 228 (24d12 + 72)
Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	21 (+5)	16 (+3)	14 (+2)

Saving Throws Dex +8, Int +11, Wis +9
Skills Arcana +11, History +11, Perception +9, Stealth +8
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Amphibious. The morkoth can breathe air and water.

Legendary Resistance (3/Day). If the morkoth fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The morkoth makes either two Bite attacks and one Tentacles attack or three Bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 22 (4d8 + 4) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its Tentacles on another target.

Hypnosis. The morkoth projects a 60-foot cone of magical energy. Each creature in that area must make a DC 19 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

Spellcasting. The morkoth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 19):

At will: *dancing lights, detect magic, mage hand, prestidigitation*
3/day each: *darkness, dimension door, dispel magic, lightning bolt, sending*
1/day each: *chain lightning, dominate monster, forcecage, maelstrom, telekinesis*

Legendary Actions

The morkoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The morkoth regains spent legendary actions at the start of its turn.

Bite. The morkoth makes one Bite attack.
Tentacles (Costs 2 Actions). The morkoth makes one attack with its Tentacles.
Hypnosis (Costs 2 Actions). The morkoth uses Hypnosis.
Cast Spell (Costs 3 Actions). The morkoth uses Spellcasting.

Reactions

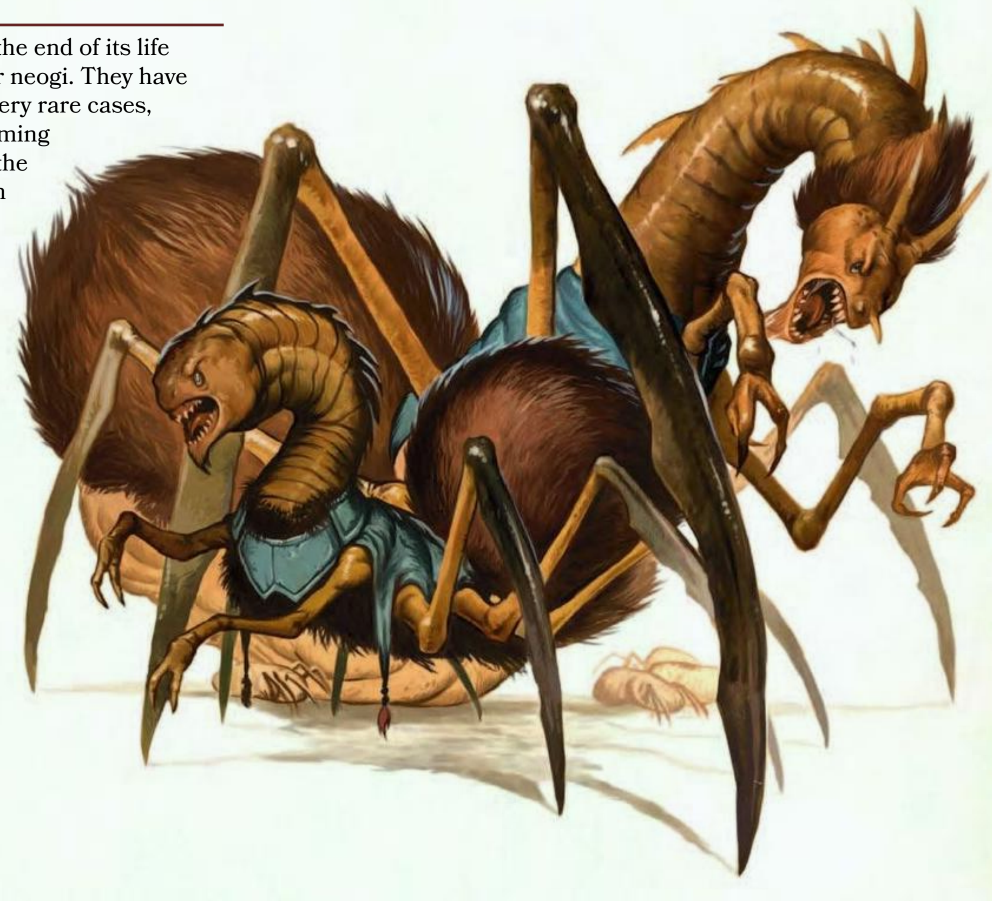
Spell Reflection. If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

NEOGI

NEOGI GREAT OLD MASTER

Great old masters are huge, bloated neogi at the end of its life cycle, having been injected with toxin by other neogi. They have lost the ability to enslave other creatures. In very rare cases, however, instead of the great old master becoming helpless, the toxin instead slowly transforms the creature into a feral, egg-infested abomination with renewed unnatural strength.

Unleash Hatchlings. It combat, it relies primarily on brute might, tearing its foes with its toothy maw and claws. When faced against overwhelming numbers, it can pop and release the hatchlings from its body. These hatchlings immediately swarm nearby foes and distracting them from the real threat.



NEOGI GREAT OLD MASTER

Huge Aberration, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	3 (-4)	14 (+2)	10 (+0)

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 12
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Mental Fortitude. The great old master has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spider Climb. The great old master can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The great old master makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 21 (6d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Release Hatchlings (Recharge 5–6). The great old master releases out 2d4 **neogi hatchlings** (*Mordenkainen presents Monsters of the Multiverse*, pg. 191). The **neogi hatchlings** appear in unoccupied spaces within 30 feet of the great old master and acts as its allies. The **neogi hatchlings** act right after the great old master on the same initiative count and fight until they're destroyed. The great old master can only release up to a total of 40 **neogi hatchlings** (the total is shared with its Pop Hatchlings reaction).

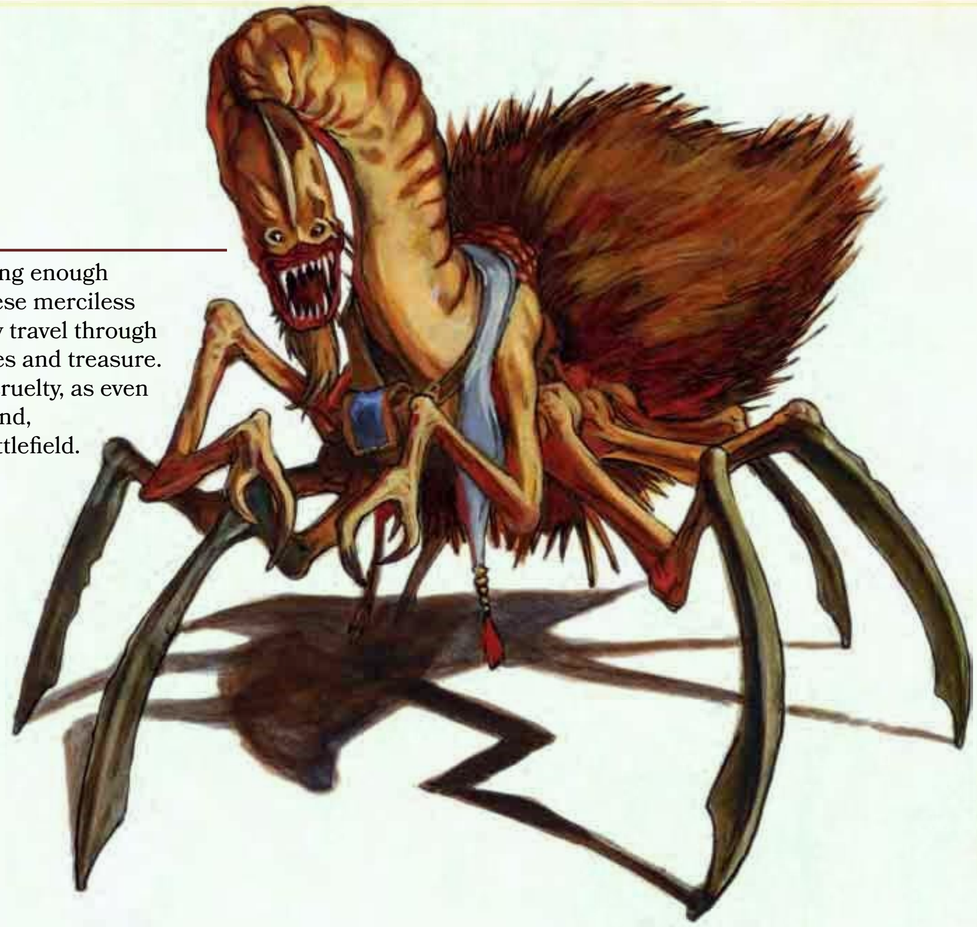
REACTIONS

Pop Hatchlings (Recharge 5–6). In response to taking bludgeoning, piercing, or slashing damage, the great old master can release 1d4 **neogi hatchlings**. The **neogi hatchlings** appear in unoccupied spaces within 5 feet of the great old master and acts as its allies. The **neogi hatchlings** act right after the great old master on the same initiative count and fight until they're destroyed. The great old master can only release up to a total of 40 **neogi hatchlings** (the total is shared with its Release Hatchlings action).

NEOGI OVERLORD

Exceptional neogi masters that survive long enough eventually grow to become overlords. These merciless taskmasters lead the savage neogi as they travel through the Astral Plane, searching for more slaves and treasure.

No creature is spared of the Overlord's cruelty, as even other neogi fall under its ruthless command, forcing them to perform actions in the battlefield.



NEOGI OVERLORD

Large Aberration, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Int +7, Wis +5
Skills Arcana +7, Deception +8, Intimidation +8, Perception +5, Persuasion +8
Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 15
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spider Climb. The neogi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The neogi makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A poisoned creature has disadvantage on Wisdom saving throws. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) psychic damage.

Tentacle of Hadar. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 15 (3d6 + 5) necrotic damage, and the target can't take reactions until the end of the neogi's next turn, as a spectral tentacle clings to the target.

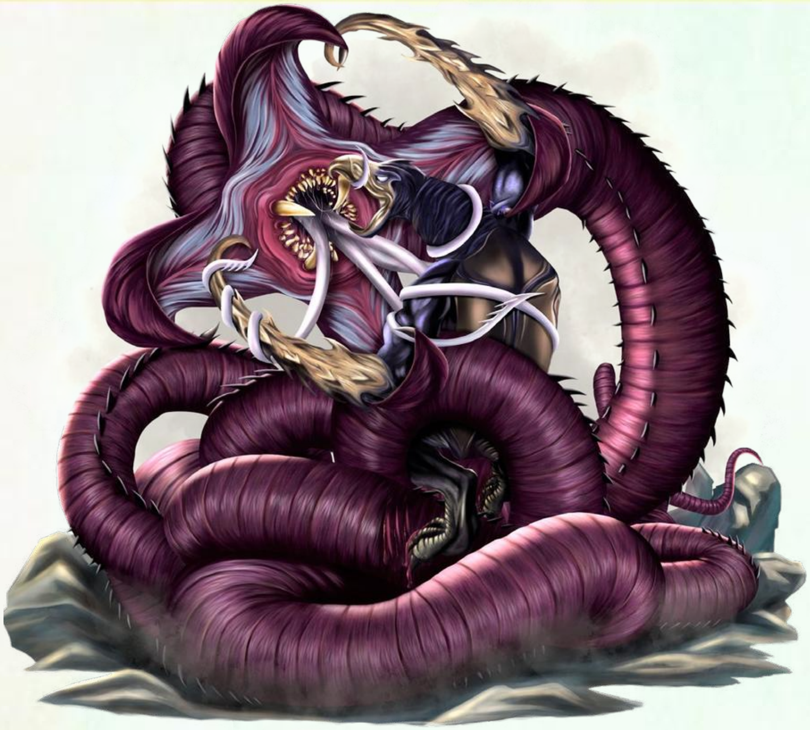
Tormenting Screech (Recharges after a Short or Long Rest). The neogi emits a terrible psychic scream audible within 300 feet. Creatures other than neogi within 60 feet of the neogi must succeed on a DC 16 Wisdom saving throw. On a failed save, a creature takes 27 (6d8) psychic damage and is incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't stunned.

BONUS ACTIONS

Enslave (Recharge 6). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage from a source other than Scouring Instruction, it can repeat the saving throw, ending the effect on itself on a success.

REACTIONS

Scouring Instruction. When an ally that the neogi can see makes a d20 roll, the neogi can roll a d8 and the ally can add the number rolled to the d20 roll by taking 4 (1d8) psychic damage. A creature immune to psychic damage can't be affected by Scouring Instruction.



NEOTHELID

ADOLESCENT AND YOUNG NEOTHELID

These failed illithids experience the struggle for survival the moment they are born, having to escape the clutches of adult mind flayers that seek to eliminate it. Adolescent neothelids tend to stay away from populated areas, preferring to live in the Underdark wilds, preying on natural wildlife and the occasional solitary humanoid it might come across, such as a dire corby, drow, or troglodyte. As it gets older and becomes a young neothelid, it finds refuge in the deep recesses of old purple worm tunnels. Here it begins hunting larger prey like grells or hook horrors.

NEOTHELID, ADOLESCENT

Large Aberration, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	3 (-4)	14 (+2)	8 (-1)

Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The neothelid has advantage on saving throws against spells and other magical effects.

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 40 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) psychic damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 21 (6d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 10 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Acid Breath (Recharge 5–6). The neothelid exhales acid in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

NEOTHELID, YOUNG

Huge Aberration, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	19 (+4)	3 (-4)	15 (+2)	10 (+0)

Saving Throws Wis +6, Cha +4
Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The neothelid has advantage on saving throws against spells and other magical effects.

ACTIONS

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 40 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) psychic damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 28 (8d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 20 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Acid Breath (Recharge 5–6). The neothelid exhales acid in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

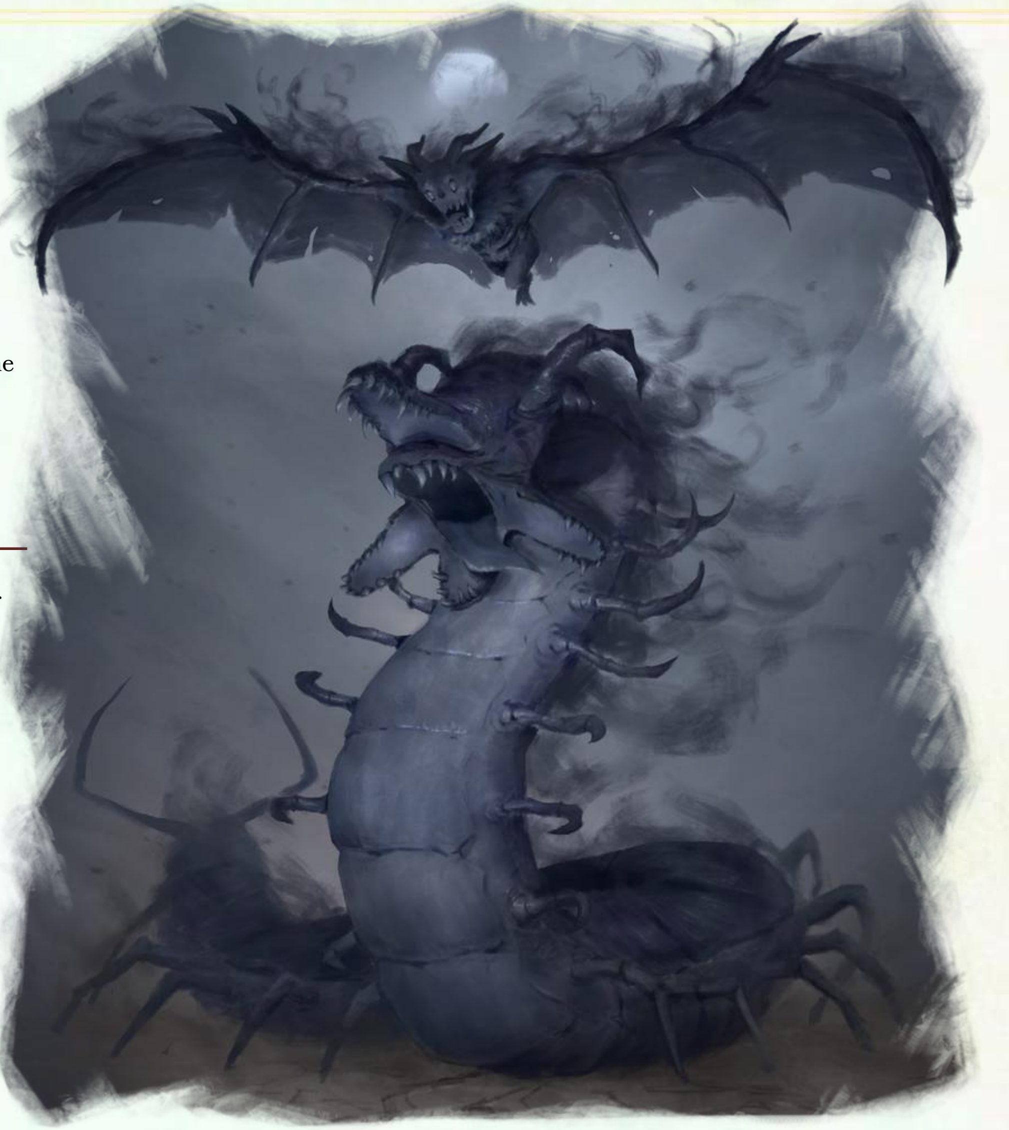
Spellcasting (Psionics). The neothelid casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *levitate*
1/day each: *confusion, telekinesis*

NIGHTSHADE

Nightshades are extremely powerful undead creatures that seek to destroy all life. They are native to the Negative Plane and occasionally can also be found lurking in the Shadowfell. The dreaded Nightwalker is a type of Nightshade.

In this section, three other nightshades are introduced: the nightcrawler, nightprowler, and the nightwing.



NIGHTCRAWLER

A nightcrawler at first glance resembles a nightmarish purple worm, but is jet black in color and oozes an insidious presence. It is in fact one of the mightiest undead creatures that ever existed. Its giant coiled body constantly emits a shadowy aura that causes living organisms to rot and decay.

Ambush Burrowers. The nightcrawler normally burrows underground and attacks from underneath its prey. Its huge maw, which is lined with rows of long, sharp teeth, bursts from the ground and tries to swallow its target whole. Creatures rarely survive this initial horrific assault, and those that do still have to contend with the nightcrawler's Finger of Doom and Annihilating Aura.

NIGHTCRAWLER

Gargantuan Undead, Typically Chaotic Evil

Armor Class 12
Hit Points 437 (25d20 + 175)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +14
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Annihilating Aura. Any creature that starts its turn with in 40 feet of the nightcrawler must succeed on a DC 22 Constitution saving throw or take 21 (6d6) necrotic damage. Undead are immune to this aura.

Life Eater. A creature reduced to 0 hit points from damage dealt by the nightcrawler dies and can't be revived by any means short of a *wish* spell.

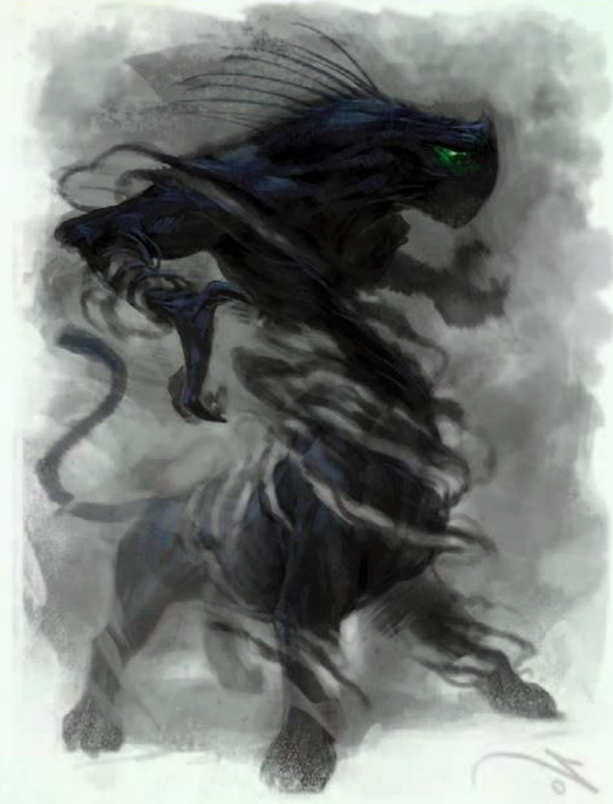
Unusual Nature. The nightcrawler doesn't require air, food, drink, or sleep.

ACTIONS

Enervating Maw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 31 (5d8 + 9) necrotic damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the nightcrawler. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nightcrawler, and it takes 21 (6d6) necrotic damage at the start of each of the nightcrawler's turns. Each time the target takes necrotic damage, it must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

If the nightcrawler takes 20 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightcrawler. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Finger of Doom (Recharge 6). The nightcrawler chooses one creature it can see within 300 feet of it. The target must succeed on a DC 22 Wisdom saving throw or take 32 (5d12) necrotic damage and become frightened until the end of the nightcrawler's next turn. While frightened in this way, the creature is paralyzed. If a target's saving throw is successful, the target is immune to the nightcrawler's Finger of Doom for the next 24 hours.



Nightprowler

Large Undead, Typically Chaotic Evil

Armor Class 14
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 9
Languages —–
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Annihilating Aura. Any creature that starts its turn with in 20 feet of the nightprowler must succeed on a DC 16 Constitution saving throw or take 7 (2d6) necrotic damage. Undead are immune to this aura.

Life Eater. A creature reduced to 0 hit points from damage dealt by the nightprowler dies and can't be revived by any means short of a *wish* spell.

Unusual Nature. The nightprowler doesn't require air, food, drink, or sleep.

Actions

Multiattack. The nightprowler uses Enervating Claw twice.

Enervating Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Nightprowler

The nightprowler is the most common and weakest type of nightshade. Yet it will still pose a threat to most mortals due to its deadly traits.

The nightprowler resembles a creature that has a vaguely humanoid upper body and a lower body of a large feline. It has a single eye at the center of its otherwise featureless face, and shadowy mist-like tendrils constantly swirl around its body.

Nightwing

A nightwing resembles a giant shadowy bat with wingspan of 40 feet. Black mists can be seen trailing from its body as it scours the skies of the Negative Plane constantly looking for prey.

The nightwing attacks by performing hit and run tactics, swooping in to make a quick bite and flying again before giving the victim a chance to retaliate.

Nightwing

Huge Undead, Typically Chaotic Evil

Armor Class 16
Hit Points 212 (17d12 + 102)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +11
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 9
Languages —–
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Annihilating Aura. Any creature that starts its turn with in 30 feet of the nightwing must succeed on a DC 19 Constitution saving throw or take 10 (3d6) necrotic damage. Undead are immune to this aura.

Flyby. The nightwing doesn't provoke opportunity attacks when it flies out of an enemy's reach.

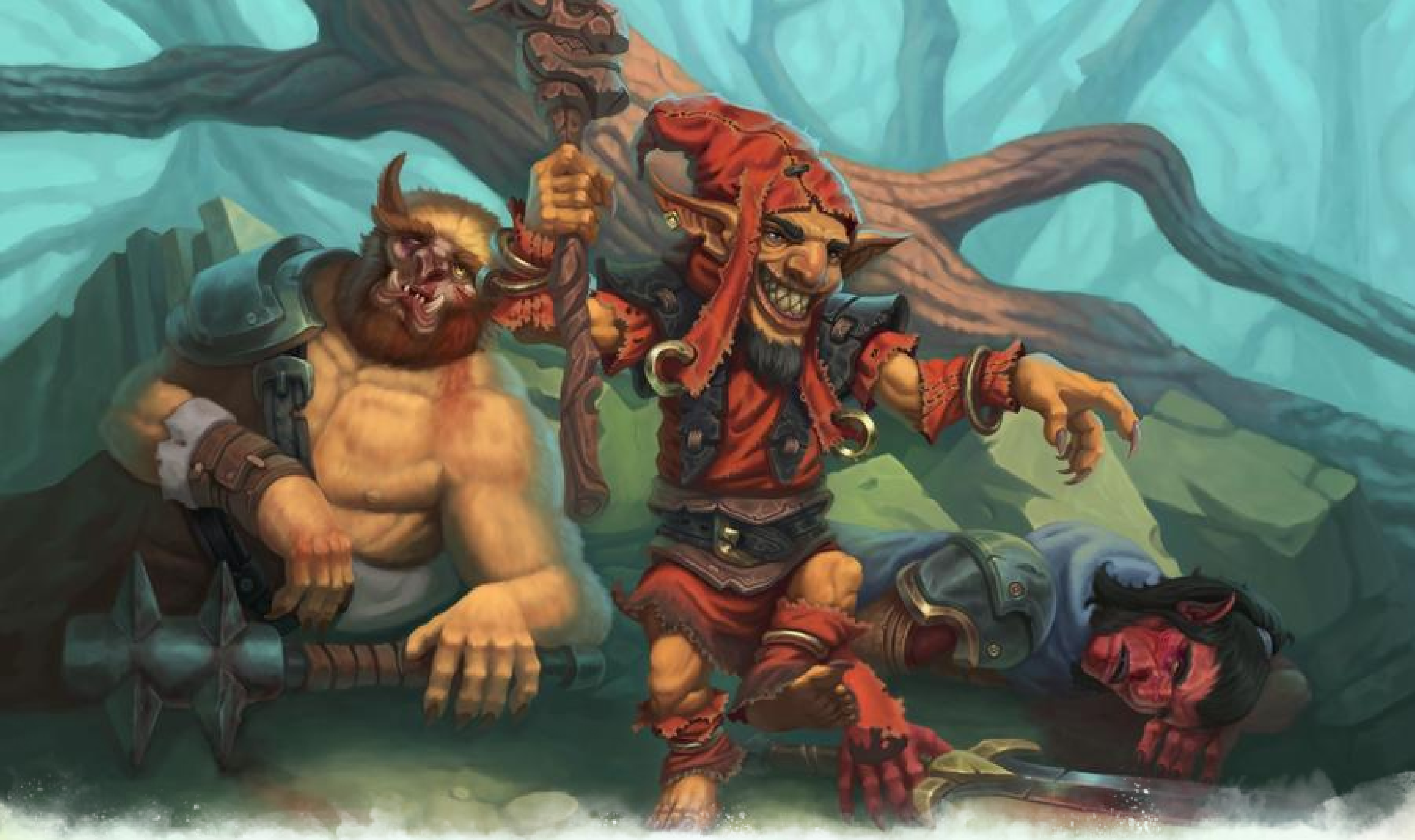
Life Eater. A creature reduced to 0 hit points from damage dealt by the nightwing dies and can't be revived by any means short of a *wish* spell.

Unusual Nature. The nightwing doesn't require air, food, drink, or sleep.

Actions

Enervating Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Finger of Doom (Recharge 6). The nightwing points at one creature it can see within 300 feet of it. The target must succeed on a DC 19 Wisdom saving throw or take 19 (3d12) necrotic damage and become frightened until the end of the nightwing's next turn. While frightened in this way, the creature is paralyzed. If a target's saving throw is successful, the target is immune to the nightwing's Finger of Doom for the next 24 hours.



NILBOG, GREATER

GREATER NILBOG

It is already known that when goblinoids form a host, there is a chance that a goblin will become possessed by a nilbog. However, when a particular goblin jester has suffered greatly under the hands of other goblinoids, there is a small chance that a far deadlier and more sinister spirit possesses the goblin.

Unlike the typical nilbog, this greater version has more potent spell-like abilities and is able to control foes that it has charmed and sometimes even have them fully take an attack intended against the greater nilbog.

GREATER NILBOG

Small Fey (Goblinoid), Typically Chaotic Evil

Armor Class 14 (leather armor)
Hit Points 49 (11d6 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

Skills Deception +5, Stealth +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 13 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog. The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

ACTIONS

Fool's Scepter. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage, and the target has disadvantage to saving throws until the end of the nilbog's next turn.

Mocking Word. The nilbog targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or take 7 (3d4) psychic damage and have disadvantage on its next attack roll before the end of its next turn.

Spellcasting. The nilbog casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand, Tasha's hideous laughter, vicious mockery*
2/day: *confusion, phantasmal force*
1/day: *Otto's irresistible dance*

BONUS ACTIONS

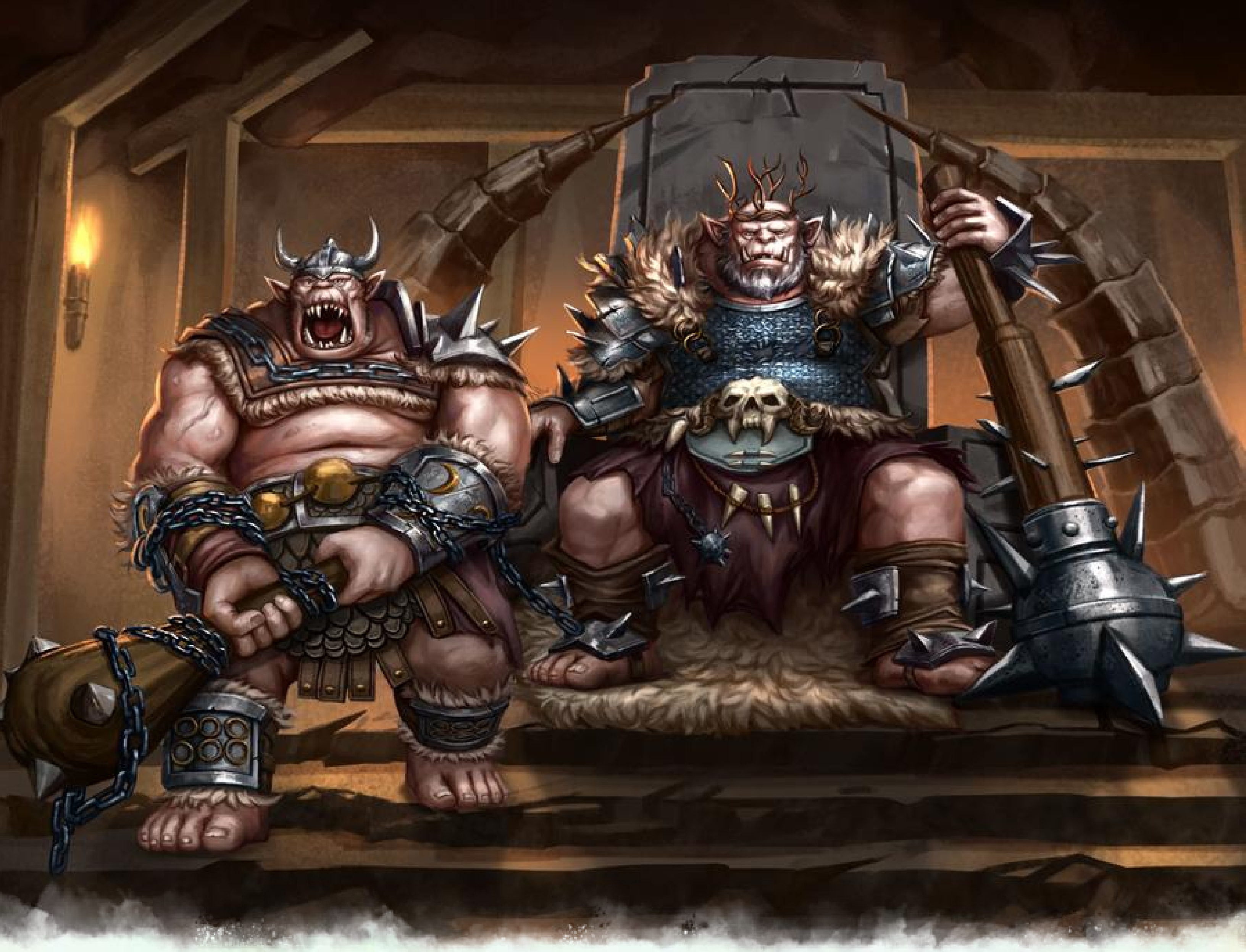
Command Fool. The nilbog targets one creature charmed by it that the nilbog can see within 30 feet of it. If the target can see or hear the nilbog, the target can use its reaction to make one melee attack against a target of the nilbog's choice.

Nimble Escape. The nilbog takes the Disengage or Hide action.

REACTIONS

Protective Fool. When the nilbog is hit by an attack, one creature charmed by the nilbog and is within 5 feet of it must use its reaction to be hit by the attack instead.

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 7 (2d6) hit points.



OGRES

OGRE CHAMPION OF GROLANTOR

There are a few ogres that worship Grolantor, seeing themselves as equals to hill giants. For some unknown reason, the deity seems to listen to their prayers. Their champions are able to magically emit a roar that is terrifying to any who are considered 'lesser' to them. This means any human or beast that is smaller than an ogre.

OGRE MONARCH

The ogre monarch rules over all ogre tribes within its territory. It is an intimidating and savage figure, having killed its way to the top. But despite its brutish nature, it is very cunning for its kind, and is both feared and revered by all its subjects.

All those witnessing the ogre monarch's might during combat are further emboldened in battle. And all those it instructs directly can't help but panic and do their best to follow its command.

OGRE VANGUARD

Very few ogres are trained to wear armor heavier than hide. An ogre vanguard is one of those few. Often found in hobgoblin armies, this ogre can be seen in the front lines, bellowing and grunting as it tries to grab its enemies' attention. It then charges and barrels itself into the enemy ranks, cleaving through bodies with its Greatsword. Those that dare to run away or disengage from it are met with quick, punishing strikes.

OGRE WITCH DOCTOR

Most ogre witch doctors are divine spellcasters that worship Vaprak. They often serve as leaders or advisers to a more powerful ogre, such as a chieftain. They accompany war parties to provide them support and are valued for their ability to bestow Vaprak's Gift, which enables a creature to temporarily regenerate wounds and lost body parts.

OGRE CHAMPION OF GROLANTOR

Large Giant, Typically Chaotic Evil

Armor Class 14 (ring mail)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the ogre fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The ogre makes two Greatclub attacks. It can use Quake Slam in place of one of its Greatclub attacks, if available.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Quake Slam (Recharge 5–6). The ogre slams its greatclub on the ground, triggering a violent earth tremor in a line that is 15 feet long and 10 feet wide. Each creature in that line must succeed on a DC 16 Strength saving throw. On a failed save, a creature takes 14 (2d8 + 5) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

BONUS ACTIONS

Grolantor's Roar (1/Day). The ogre unleashes a savage roar. Any Medium or smaller beast or humanoid within 60 feet of the ogre and able to hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

LEGENDARY ACTIONS

The ogre can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ogre regains spent legendary actions at the start of its turn.

Move. The ogre moves up to half its speed.

Attack (Costs 2 Actions). The ogre makes a melee attack.

Smash (Costs 3 Actions). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+ 5) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn. If the target fails its saving throw by 5 or more, it is also knocked unconscious for 1 minute.

OGRE MONARCH

Large Giant, Typically Chaotic Evil

Armor Class 16 (chain mail)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	6 (-2)	12 (+1)	11 (+0)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Fervor. The ogre's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the ogre, provided it isn't incapacitated.

Legendary Resistance (1/Day). If the ogre fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The ogre makes two melee attacks. It can use Skull Crush or Slam Foe in place of one of its attacks, if available.

Spiked Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 5 (2d4) piercing damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller target. *Hit:* 7 (1d4 + 5) bludgeoning damage, and the target is grappled (escape DC 15) and restrained until the grapple ends, and the ogre can't use Slam on another target.

Slam Foe. The ogre slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. Each creature must succeed on a DC 16 Strength saving throw or take 14 (2d8 + 5) bludgeoning damage and be stunned until the end of the ogre's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Skull Crush (Recharge 5–6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 5 (2d4) piercing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

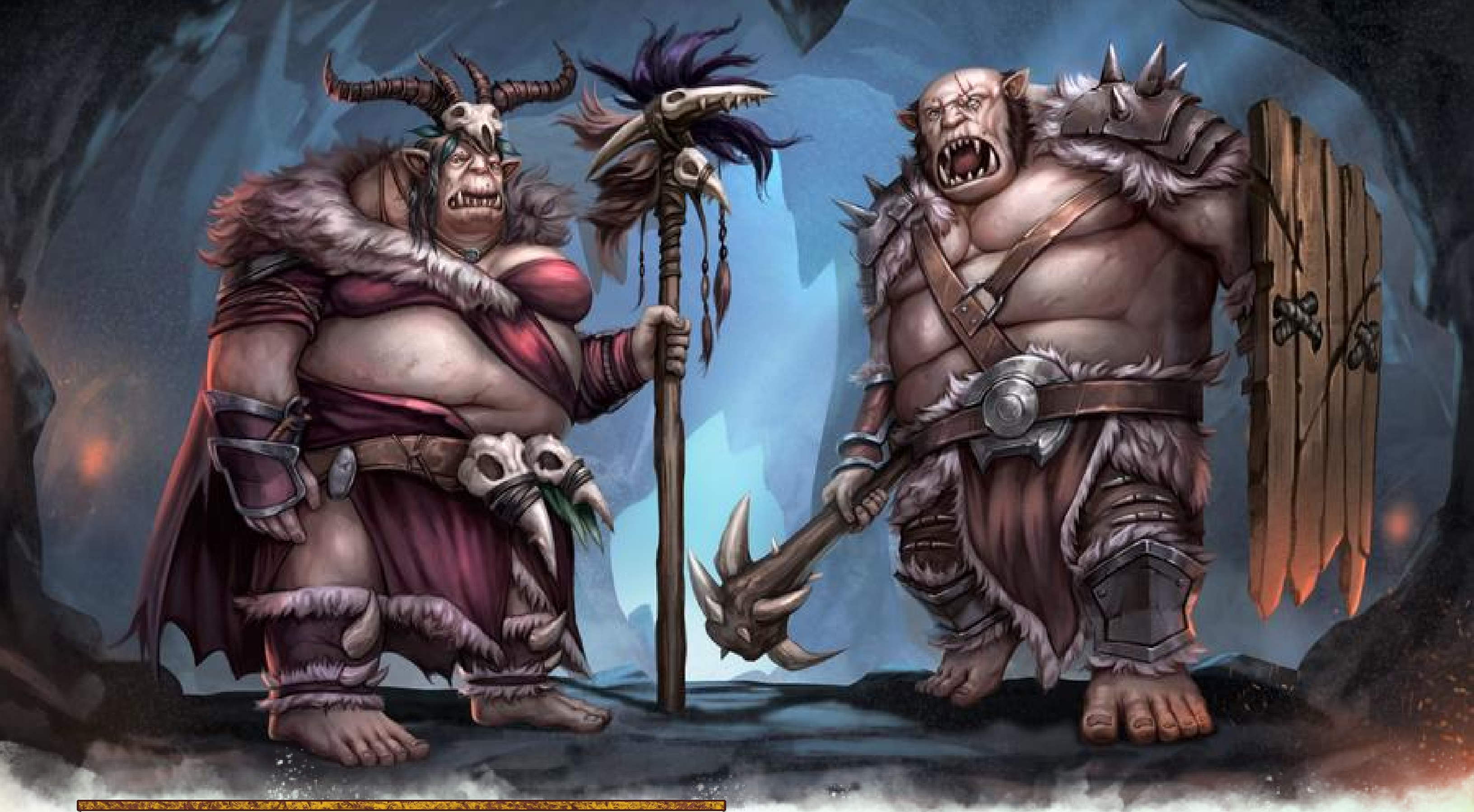
LEGENDARY ACTIONS

The ogre can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ogre regains spent legendary actions at the start of its turn.

Move. The ogre moves up to half its speed.

Command Minion. The ogre targets one visible ally that has less hit points than the ogre within 30 feet of it. If the target can see and hear the ogre, the target can use its reaction to move up to its speed or make one weapon attack.

Attack (Costs 2 Actions). The ogre makes a melee attack.



Ogre Vanguard

Large Giant, Typically Chaotic Evil

Armor Class 13 (hide armor, shield)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	5 (-3)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Threatening. Creatures provoke an opportunity attack from the ogre when they move 5 feet or more while within the ogre's reach, and if the ogre hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Actions

Multiattack. The ogre makes two melee weapon attacks.

Spiked Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 5 (2d4) piercing damage, and the target is marked until the end of the ogre's next turn. This effect ends early if the ogre is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the ogre, a creature marked by the ogre has disadvantage on any attack roll that doesn't target the ogre.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the ogre's next turn.

Bonus Actions

Punish the Marked. The ogre makes a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the ogre during the last turn. The ogre's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Ogre Witch Doctor

Large Giant, Typically Chaotic Evil

Armor Class 11 (hide armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	7 (-2)	14 (+2)	7 (-2)

Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

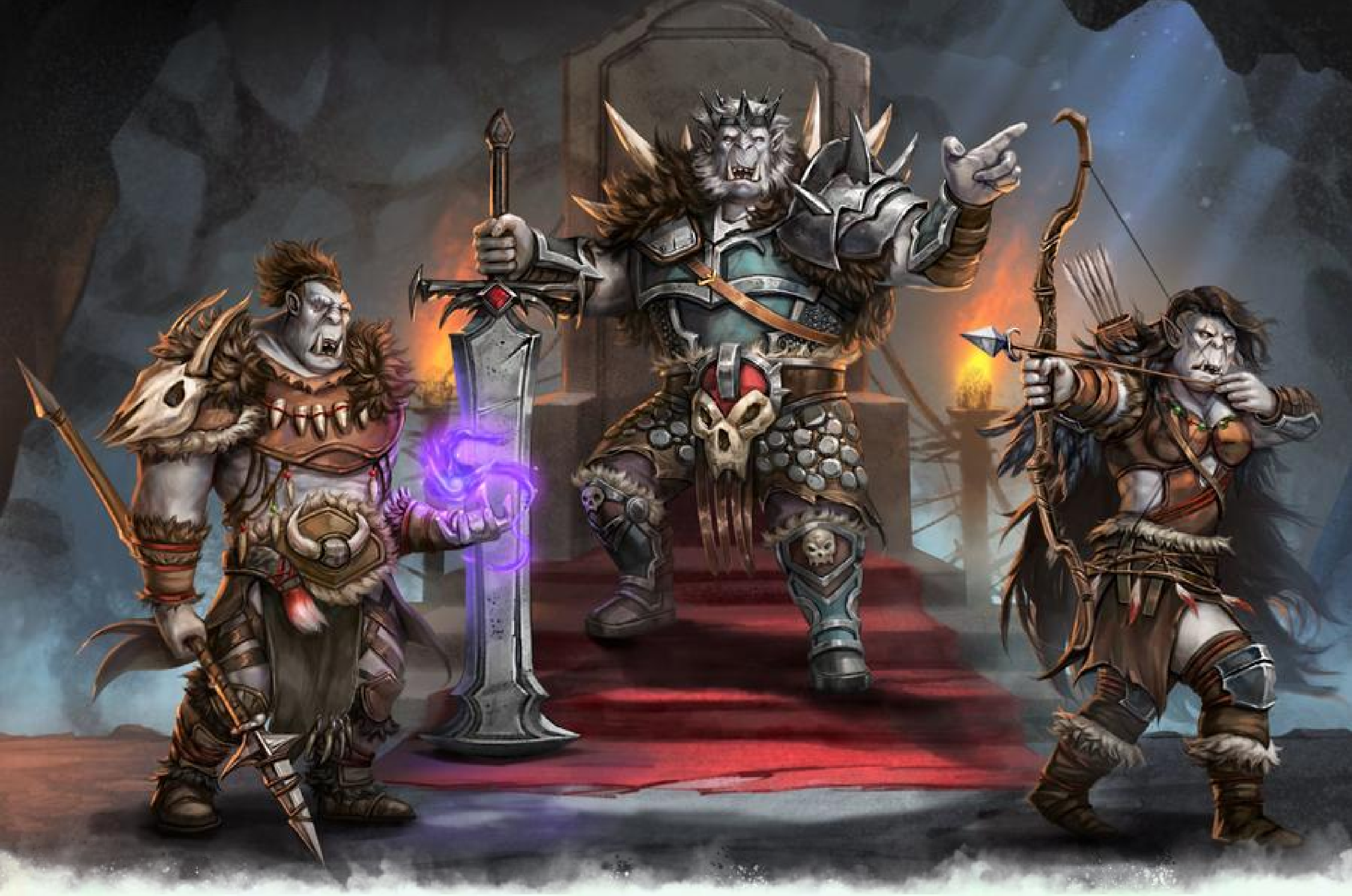
Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage if used with two hands.

Cursed Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the ogre's next turn.

Vaprak's Gift (3/Day). The ogre chooses one creature it can see within 30 feet of it. For 1 minute, the target regains 10 hit points at the start of each of its turns. If the target takes acid or fire damage, the target will not regain any hit points at the start of its next turn. The target dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The ogre casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, resistance, thaumaturgy*
3/day each: *bane, blindness/deafness*
1/day each: *bestow curse, spirit guardians*



ORCS

ORC CONQUEROR

Very few orcs become champions of their tribes. And fewer still ever become unholy knights that serve their deities. These are the exceptional ones that have survived countless battles and many tests, and have been honed to become merciless tyrants who lead their orcish kin to raid and destroy enemy settlements in the name of their gods.

Frightful Weapons. Blessed and favored by their deities, these conquerors can unleash divine spells and imbue their weapons with necrotic energy to smite their foes with. Any creature hit by their weapons are stricken with fear, and are unable to move away from the orc due to its supernatural aura.

Conquerors are most likely the overall leaders of any orc tribe. If not, they believe they certainly will be.

ORC CONQUEROR

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 18 (plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	8 (-1)	13 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6
Skills Athletics +8, Intimidation +7, Religion +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Conquest. If the orc isn't incapacitated, a creature frightened of the orc that starts its turn within 30 feet of the orc takes 7 (2d6) psychic damage and has its speed is reduced to 0.

ACTIONS

Multiattack. The orc makes two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 9 (2d8) psychic damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.

Spellcasting. The orc casts one of the following spells using Charisma as its spellcasting ability (spell save DC 15):

2/day each: *compelled duel, fear, hold person*
1/day each: *banishment*

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Commanding Word. The orc casts *command*, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14).

ORC DOOM HAND OF YURTRUS

When a Hand of Yurtrus has passed the many trials of its god and proven its worth by sacrificing countless enemy lives, it eventually becomes a Doom Hand of Yurtrus, a powerful but wretched priest.

Corrupted Form. While the orc is blessed with more potent spells, it is cursed as well. The orc's skin horribly transforms, turning it into a puss-filled and boil-ridden hide that constantly secrets toxins. Somehow, the orc itself is unharmed, but any who try to touch it are exposed to a virulent poison. The orc doesn't see it as a curse though, and welcomes it as its true natural state of a Hand of Yurtrus.

ORC DOOM HAND OF YURTRUS

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 12 (hide armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	17 (+3)	11 (+0)	16 (+3)	9 (-1)

Saving Throws Wis +5, Cha +1
Skills Arcana +2, Intimidation +1, Medicine +5, Religion +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Corrupted Form. A creature that touches the orc or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (3d6) poison damage and becomes poisoned. While poisoned, the target can't regain hit points. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success.

ACTIONS

Touch of the White Hand. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, and the target can't regain hit points until the start of the orc's next turn.

Vile Breath (Recharge 5–6). The orc exhales corrupted gas in a 15-foot cube. Each creature in that area must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage and 10 (3d6) necrotic damage and becomes poisoned. While poisoned, the target can't regain hit points. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success.

Spellcasting. The orc casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, resistance, thaumaturgy*
2/day each: *ray of sickness, silence*
1/day each: *animate dead* (as an action)*, bestow curse, contagion, vampiric touch*

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

ORC GREAT EYE OF GRUUMSH

An Eye of Gruumsh that has proven itself in battle and killed many foes in the name of its god can become a Great Eye of Gruumsh, a powerful warrior priest that can now attack twice with its spear cast more potent divine spells than before. In addition to these new traits, they can also spit poisonous saliva at the eyes of its enemies, blinding them temporarily.

ORC GREAT EYE OF GRUUMSH

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 18 (chain mail, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4
Skills Intimidation +4, Perception +6, Religion +3
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack. The orc makes two Spear attacks. If Blinding Spittle is available, the orc can use it after these attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 3 plus 1d8) piercing damage, or 11 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Blinding Spittle (Recharge 4–6). *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (3d6) poison damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The orc casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *bane, bestow curse, blindness/deafness*
1/day each: *banishment, dispel magic, flame strike, revivify*

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

ORC MONARCH

The mighty orc monarch is a striking figure, garbed in plate armor and armed with a greatsword. It rides into battle on its personal war beast – often a large dire wolf or boar – commanding its horde to unleash hell's fury on its enemies. Its presence alone can rally nearby orcs in battle. However, the orc monarch is not just a potent commander. It is a mighty and savage warrior that can attack thrice with its weapon, and emit battle cries that can turn its allies into a battle frenzy, or strike fear into the hearts of its enemies.

ORC MONARCH

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 18 (plate)
Hit Points 152 (16d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +9, Dex +5, Con +9
Skills Athletics +9, History +4, Intimidation +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aura of Fervor. The orc's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the orc, provided it isn't incapacitated.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Legendary Resistance (1/Day). If the orc fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The orc makes two melee attacks or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 5 plus 1d8) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (1d6 + 5 plus 1d8) piercing damage.

Furious Blade of Gruumsh (Recharge 5–6). The orc moves up to its speed without provoking opportunity attacks and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw or take 21 (2d6 + 5 plus 2d8) slashing damage.

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

LEGENDARY ACTIONS

The orc can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orc regains spent legendary actions at the start of its turn.

Charge. The orc moves up to its speed.

Attack (Costs 2 Actions). The orc makes a melee weapon attack.

Menacing Cry (Costs 3 Actions). The orc emits an intimidating battle cry. Each enemy within 60 feet of it that can hear it must succeed on a DC 17 Wisdom saving throw or be frightened for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the orc's Menacing Cry for the next 24 hours.

ORC MAULER

An orc mauler is an unusually large brute, even by orcish standards. It is so strong that the orc's debilitating blows can also dent or destroy armor and shields.

ORC SHARPSHOOTER

Orc sharpshooters are highly skilled archers with deadly aim. Thankfully, only a few orcs attain this level of skill with the bow.

ORC VANGUARD

Most orcs prefer to wear light or medium armor and frown at wearing heavy armor as it feels restrictive. An orc vanguard, however, sees it as a necessity to be able to deflect most blows that might hit. This is an inevitability as the orc vanguard's role is to be at the frontline of a charging army and attract the enemy's attention away from its vulnerable allies.

ORC MAULER

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 13 (hide armor)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the orc hits with it (included in the attack).

ACTIONS

Multiattack. The orc makes two melee attacks.

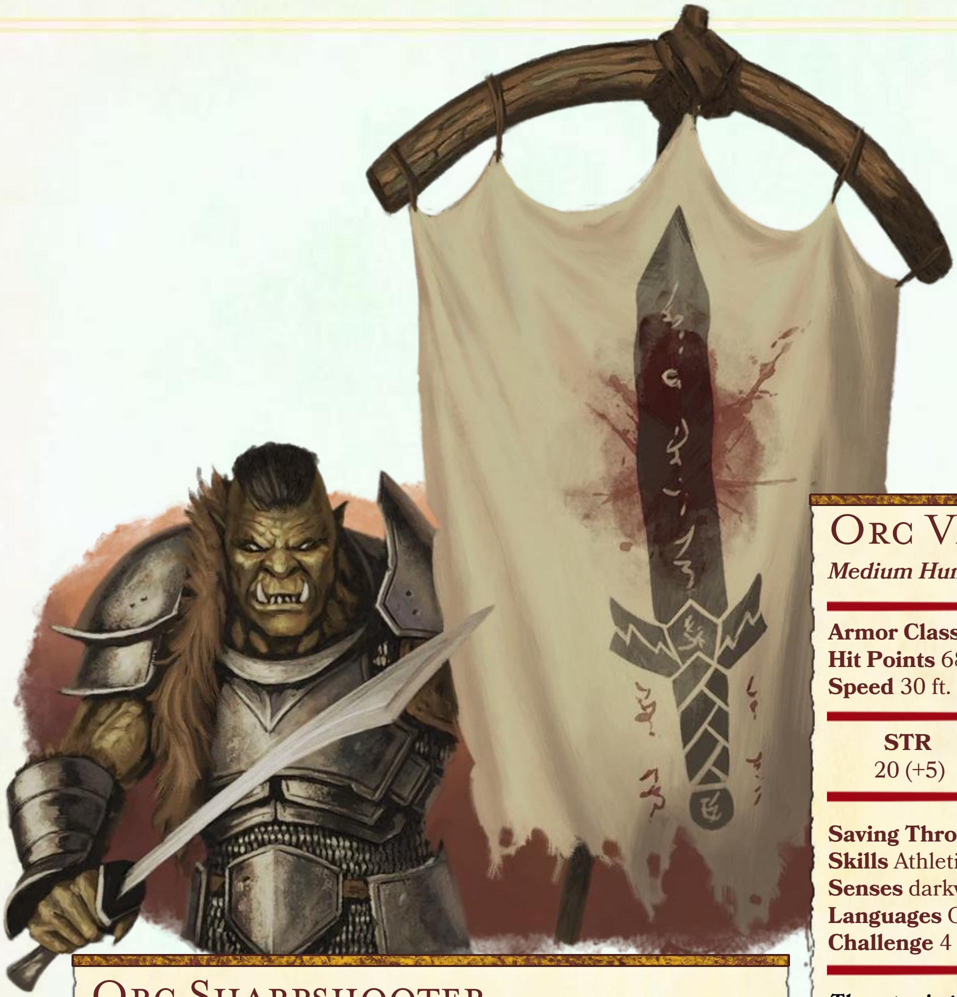
Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage, and the target has disadvantage on its next attack roll until the end of its next turn.

Sunder. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and if the target is wearing a nonmagical armor or shield, it must succeed on a DC 15 Strength saving throw or the Armor Class (AC) of the nonmagical armor or shield (determined randomly) takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage in melee or 8 (1d6 + 5) piercing damage at range, and the target has disadvantage on its next attack roll until the end of its next turn.

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.



Orc Sharpshooter

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sharpshooter. The orc's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the orc's ranged weapon attack rolls.

Actions

Multiattack. The orc makes two Longbow attacks or two Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Steady Aim (3/Day). The orc takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the orc deals an extra 7 (2d6) damage with each of its ranged weapon attacks against the target.

Orc Vanguard

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 16 (half plate)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	10 (+0)

Saving Throws Str +7, Con +6
Skills Athletics +7, History +1, Intimidation +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Threatening. Creatures provoke an opportunity attack from the orc when they move 5 feet or more while within the orc's reach, and if the orc hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Actions

Multiattack. The orc makes three Greatsword attacks or three Javelin attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, and the target is marked until the end of the orc's next turn. This effect ends early if the orc is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the orc, a creature marked by the orc has disadvantage on any attack roll that doesn't target the orc.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target is marked until the end of the orc's next turn. This effect ends early if the orc is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the orc, a creature marked by the orc has disadvantage on any attack roll that doesn't target the orc.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Punish the Marked. The orc can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the orc during the last turn. The orc's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

Reactions

Parry. The orc adds 3 to its AC against one melee attack that would hit it. To do so, the orc must see the attacker and be wielding a melee weapon.

ORC WAR CHANTER

Very rarely do orcs learn the bardic arts, but those that do almost always become war chanters. While they can still fight savagely as most orc warriors, their true worth shines when they perform their war chants during battle. These war chants enable them to either strike fear to any enemy that can hear it, inspire allies to a battle frenzy, or rally its allies.

ORC WAR CHANTER

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Intimidation +7, Perception +3, Performance +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Mocking Word. The orc targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or take 5 (2d4) psychic damage and have disadvantage on its next attack roll before the end of its next turn.

Incite Allies (1/Day). Up to three allies within 60 feet of the orc and can hear the orc can use its reaction to move up to half its speed and make one melee weapon attack.

Spellcasting. The orc casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, message, minor illusion*
2/day each: *dissonant whispers, enhance ability, fear*

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

War Chant. The orc performs a war chant that lasts until the start of the orc's next turn. The orc can select from one of three effects:

1. Chant of Dread. Provided the orc isn't incapacitated, an enemy that starts its turn within 60 feet of the orc and can hear the orc must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the orc's Chant of Dread for the next 24 hours.

2. Chant of Ferocity. Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

3. Chant of Resolve. Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on saving throws against being charmed and frightened until the start of its next turn.

ORC WAR PRIEST OF ILNEVAL

When an orc blade of Ilneval has proven its worth to its god, it is bestowed with divine abilities. It now becomes a war priest, able to cast spells that either complement and enhance its martial skills, or wreak havoc at the enemy ranks. Its commands resonate through the battlefield, and any orc that hears it readily follows, knowing that whatever it commands is guided by the wisdom of the orcish war god.

ORC WAR PRIEST OF ILNEVAL

Medium Humanoid (Orc), Typically Chaotic Evil

Armor Class 18 (chain mail, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Perception +6, Insight +6, Religion +3
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a Longsword attack (included in the attack).

ACTIONS

Multiattack. The orc makes two Longsword attacks or uses Unholy Fire.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, or 13 (2d10 + 2) slashing damage if used with two hands.

Unholy Fire. The orc targets one creature it can see within 60 feet of it. The target must make a DC 14 Wisdom saving throw. On a failed save, the target takes 12 (2d8 + 3) necrotic damage, and it is blinded until the start of the orc's next turn. On a successful save, the target takes half as much damage and isn't blinded.

Spellcasting. The orc casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *bless, guiding bolt, silence*
1/day each: *crusader's mantle, spirit guardians*

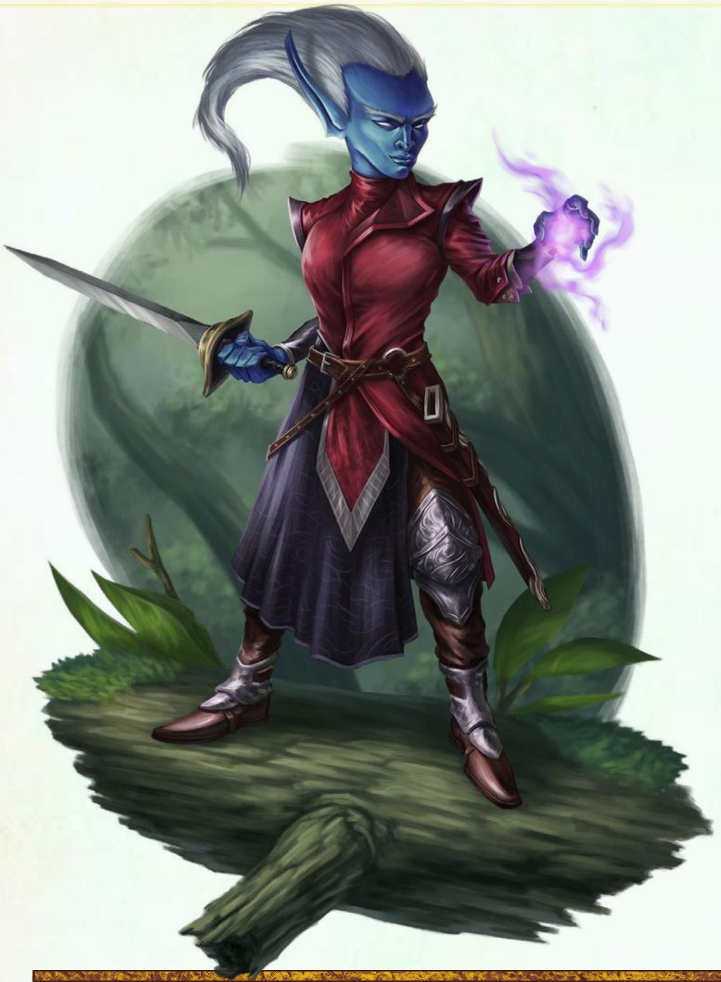
BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The orc grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. The orc can make this choice after the roll is made but before it hits or misses.



QUICKLINGS

QUICKLING CAPTAIN

A band of quicklings out to do mischief is normally led by a captain. This malicious quickling is crafty and cruel, making use of coordinated strikes to ensure its goal of causing trouble and suffering is met.

QUICKLING WARLOCK OF THE GLOAMING COURT

The quickling warlock serves the Queen of Air and Darkness, the fey deity of dark magic and murder. This malevolent quickling employs illusions and enchantments to sow discord and chaos, and then reveling at the aftermath and tragedy that ensues.

QUICKLING CAPTAIN

Tiny Fey, Typically Chaotic Evil

Armor Class 17
Hit Points 36 (8d4 + 16)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	24 (+7)	14 (+2)	10 (+0)	14 (+2)	7 (-2)

Skills Acrobatics +9, Perception +6, Sleight of Hand +9, Stealth +9
Senses darkvision 60 ft., passive Perception 16
Languages Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Distracting Strike (1/Turn). When the quickling hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the quickling has advantage if the attack is made before the start of the quickling's next turn.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage.

Command. The quickling targets one ally it can see within 30 feet of it. If the target can see and hear the quickling, the target can make one weapon attack as a reaction.

QUICKLING WARLOCK OF THE GLOAMING COURT

Tiny Fey, Typically Chaotic Evil

Armor Class 16
Hit Points 35 (10d4 + 10)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

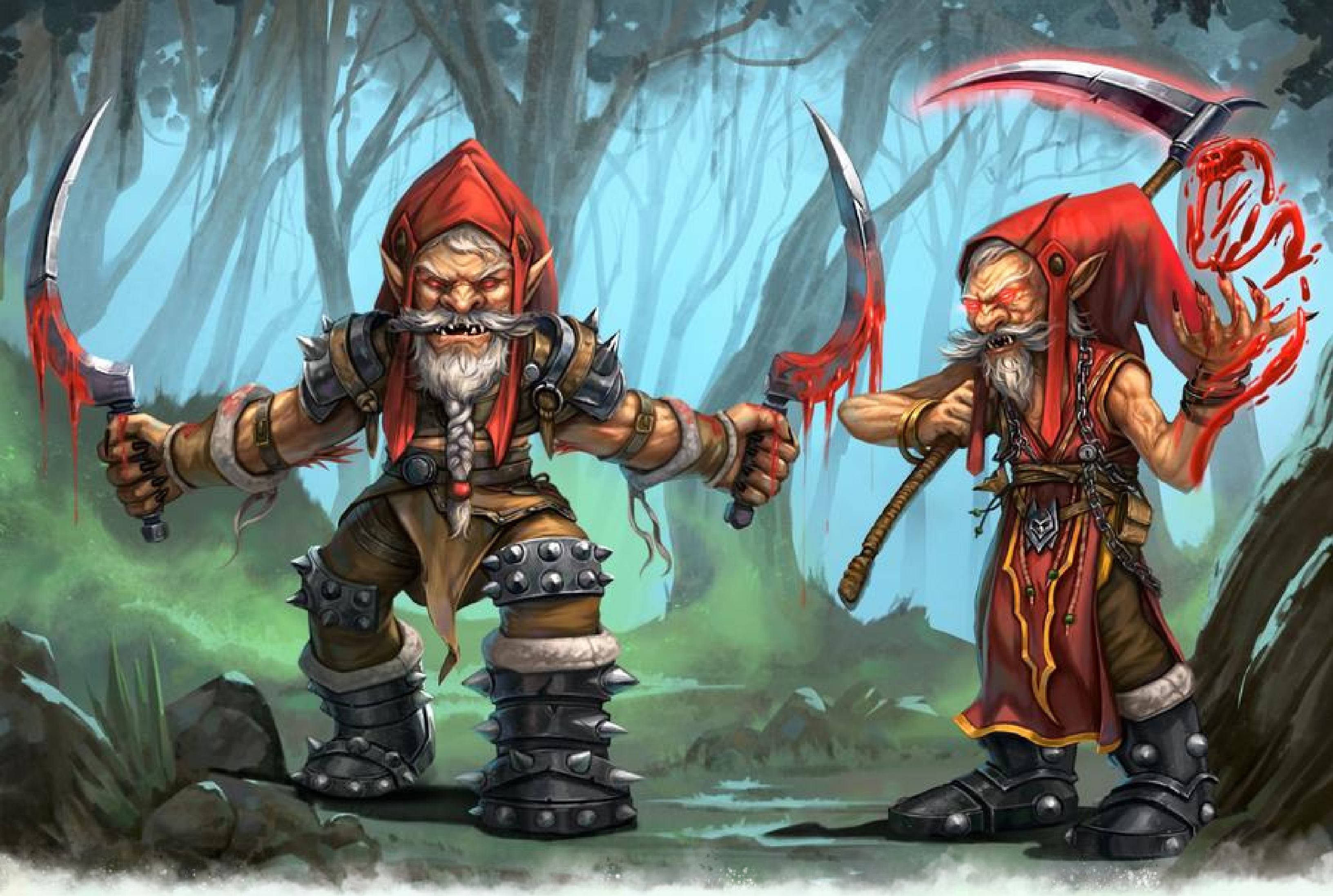
Multiattack. The quickling makes three Dagger attacks. It can use Beguile or Spellcasting in place of one of these attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 3 (1d6) psychic damage.

Beguile. The quickling targets one creature it can see within 30 feet of it. If the target can see and hear the quickling, it must make a DC 13 Wisdom saving throw. On a failed save, the target takes 10 (3d6) psychic damage and must use its reaction to make a weapon attack against a target that the quickling designates. Constructs, Undead, and creatures with immunity to charm are immune to this effect.

Spellcasting. The quickling casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *disguise self, minor illusion, silent image*
1/day each: *charm person, phantasmal force*



REDCAPS

ELDER REDCAP

Elder redcaps are redcaps that have supernaturally gone beyond their natural age limits, and yet show no signs of aging. This has made them more cunning and dangerous opponents and the obvious leaders of a redcap band. Aside from being shrewd battle tacticians, their presence alone bolsters other redcaps to a bloodthirsty frenzy when they smell blood or weakness.

ELDER REDCAP

Small Fey, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 112 (15d6 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

Skills Athletics +8, Intimidation +4, Perception +5, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Bloodthirsty Presence. If the elder redcap isn't incapacitated, an allied redcap within 30 feet of the elder redcap has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The elder redcap makes three attacks with its Wicked Sickle.

Wicked Sickle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. The attack deals an extra 7 (2d6) damage if the elder redcap has advantage on the attack roll.

Eldritch Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 13 (3d8) force damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Call to Attack. Up to three allies within 90 feet of this redcap that can hear it can each use their reaction to make one weapon attack.

Ironbound Pursuit. The elder redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 16 Dexterity saving throw or take 27 (4d10 + 5) bludgeoning damage and be knocked prone.

Redcap Bloodlock

A redcap bloodlock is a dangerous warlock that has been bestowed by its fiendish patron the malevolent ability to harness blood magic, enabling it to temporarily tap, control, and drain the blood of other living creatures.

Redcap Bloodlock

Small Fey, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 65 (10d6 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Skills Arcana +3, Athletics +5, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes two attacks with its Wicked Scythe.

Wicked Scythe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) necrotic damage and the target has disadvantage to Constitution saving throws until the end of the redcap's next turn.

Blood Twist. The redcap targets one creature it can see within 120 feet of it and momentarily disrupts the flow of blood in its veins. The target must make a DC 13 Constitution saving throw. On a failed save, the target takes 27 (6d8) necrotic damage and is stunned until the end of the redcap's next turn. Constructs, Elementals, and Undead are immune to this effect.

Hemorrhage (Recharge 5–6). The redcap targets up to three creatures it can see within 60 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target takes 18 (4d8) necrotic damage and is incapacitated for 1 minute. While incapacitated, a target coughs blood, bleeds from every orifice of its body, and takes 9 (2d8) necrotic damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs, Elementals, and Undead are immune to this effect.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 13 Dexterity saving throw or take 25 (4d10 + 3) bludgeoning damage and be knocked prone.

Spellcasting. The redcap casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *disguise self, minor illusion, silent image*
1/day each: *antilife shell, death ward, false life* (25 hp), *feign death, vampiric touch* (5d6)

Redcap Gang Boss

A redcap gang boss is normally the oldest and strongest of a redcap band. It bullies all weaker redcap and gains their respect through fear, ensuring that they follow its command during battle.

Redcap Gang Boss

Small Fey, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 90 (12d6 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +7, Perception +4, Stealth +8
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

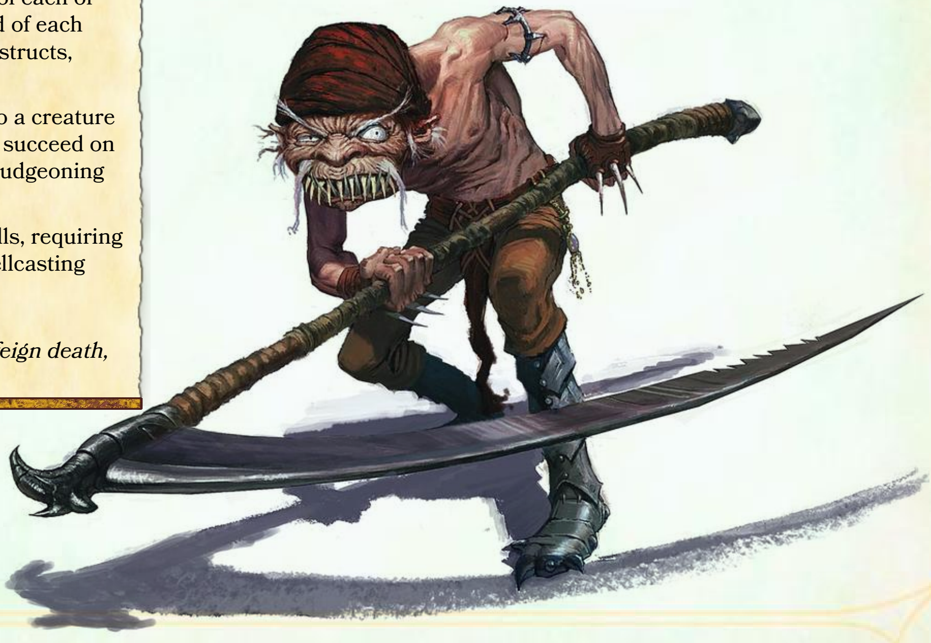
Multiattack. The redcap makes three attacks with its Wicked Sickle.

Wicked Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. The attack deals an extra 3 (1d6) damage if the redcap has advantage on the attack roll.

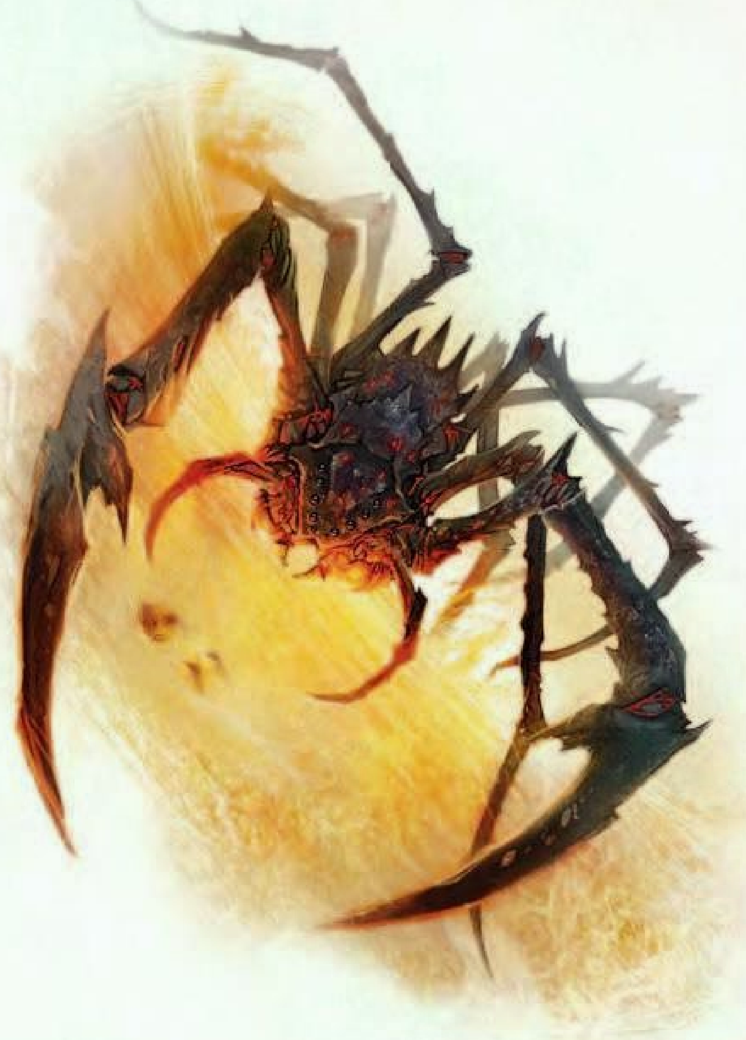
Eldritch Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 13 (3d8) force damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Call to Attack. Up to three allies within 60 feet of this redcap that can hear it can each use their reaction to make one weapon attack.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 15 Dexterity saving throw or take 26 (4d10 + 4) bludgeoning damage and be knocked prone.



RETRIEVER, LESSER



LESSER RETRIEVER

Retrievers are extremely expensive and time consuming to make. When the drow require a similar construct urgently, or only have limited resources, they resort to crafting the lesser retriever. It functions similarly as a normal retriever, but is smaller and obviously weaker.

LESSER RETRIEVER

Large Construct, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	3 (-4)	11 (+0)	4 (-3)

Saving Throws Dex +6, Con +7
Skills Perception +3, Stealth +6
Damage Resistances necrotic, poison, psychic; bludgeoning, piercing, and slashing that is nonmagical that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13
Languages understands Abyssal, Elvish, and Undercommon but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Faultless Tracker. The retriever is given a quarry by its master. The quarry can be a specific creature or object the master is personally acquainted with, or it can be a general type of creature or object the master has seen before. The retriever knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The retriever can have only one such quarry at a time. The retriever also always knows the location of its master.

Unusual Nature. The retriever doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The retriever makes two Foreleg attacks and uses its Force or Paralyzing beam once, if available.

Foreleg. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Force Beam. The retriever targets one creature it can see within 30 feet of it. The target must make a DC 15 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Paralyzing Beam (Recharge 5–6). The retriever targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the paralyzed creature is Medium or smaller, the retriever can pick it up as part of the retriever's move and walk or climb with it at full speed.

Spellcasting. The retriever casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 11):

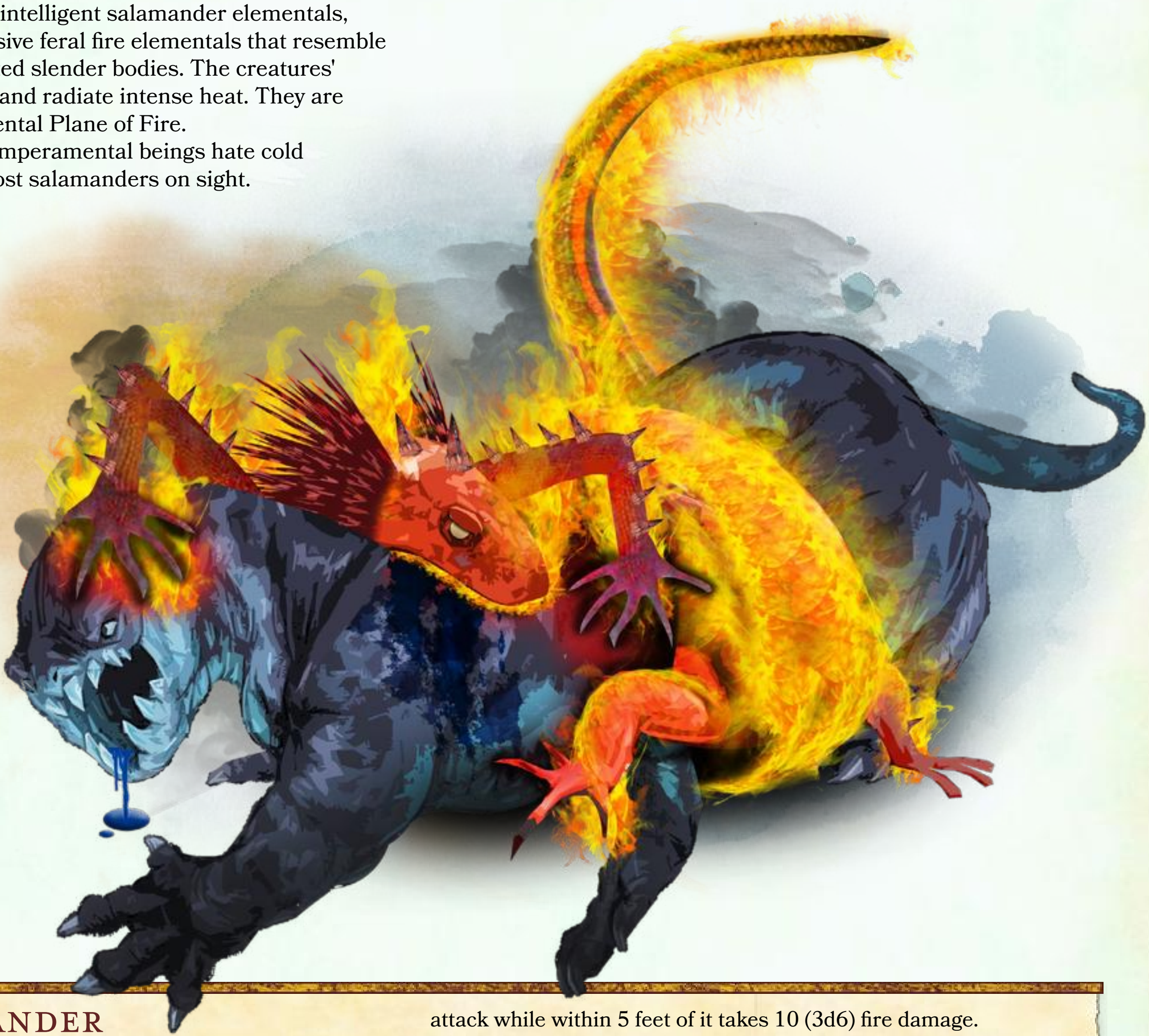
1/day each: *plane shift* (only self and up to one incapacitated creature, which is considered willing for the spell), *web.*

SALAMANDER, FLAME

FLAME SALAMANDER

Not to be confused with the intelligent salamander elementals, flame salamanders are massive feral fire elementals that resemble gigantic lizards with elongated slender bodies. The creatures' skin look like burning coals and radiate intense heat. They are normally found in the Elemental Plane of Fire.

Mortal Enemies. These temperamental beings hate cold creatures, and will attack frost salamanders on sight.



FLAME SALAMANDER

Huge Elemental, Unaligned

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	11 (+0)	7 (-2)

Saving Throws Con +7, Wis +3
Skills Perception +3
Damage Vulnerabilities cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages Primordial
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fire Aura. At the start of each of the salamander's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Freezing Fury. When the salamander takes cold damage, its Flame Breath automatically recharges.

ACTIONS

Multiattack. The salamander makes one Bite, one Constrict attack, and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 5 (1d10) fire damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 17 (3d8 + 4) bludgeoning damage plus 11 (2d10) fire damage. The target is grappled (escape DC 14) if the salamander isn't already constricting a creature, and the target is restrained until this grapple ends.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Flame Breath (Recharge 6). The salamander exhales searing flames in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

SEA SPAWNS

Not all sea spawn look the same after they are transformed as thralls. Some will bear some resemblance to their masters. Presented here are some advanced examples:

SEA SPAWN PINCER

Sea spawn pincers appear as half-crab, half-humanoids. The pincer's body is covered in tough chitin with sharp spines protruding from its shoulders and limbs. Giant, pincer-like claws act as hands and weapons. The pincer is stronger than its brethren, and will even attack creatures larger than itself, snapping at its opponents with its vicious claws.

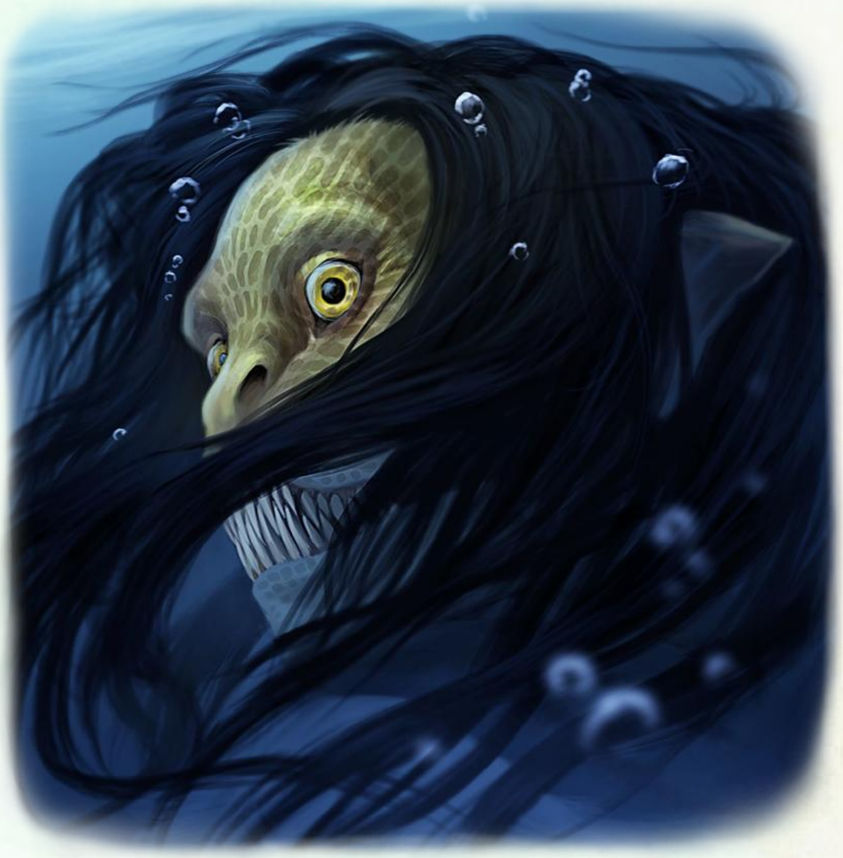
SEA SPAWN SHOCKER

The sea spawn shocker is a ghastly eel-like or octopus-like humanoid with thick webbed hands. Its skin is dark grey except for its chest which is often dark yellow or orange, mottled with spots of green. It uses electricity to shock and incapacitate its prey, making it easier for the shocker to drag it underwater to its death.

SEA SPAWN STINGER

A stinger is a sea spawn with the qualities and features of a stingray. Its body is smooth and jet black, with a long slender tail that ends with a vicious stinger.

In combat, stingers glide under the water until it can sting its target directly above it. Prey are paralyzed and poisoned with the stinger, allowing the sea spawn to drag it to its watery grave.



SEA SPAWN PINCER

Medium Humanoid, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the sea spawn hits with it (included in the attack).

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this Claw on another target.

SEA SPAWN SHOCKER

Medium Humanoid, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

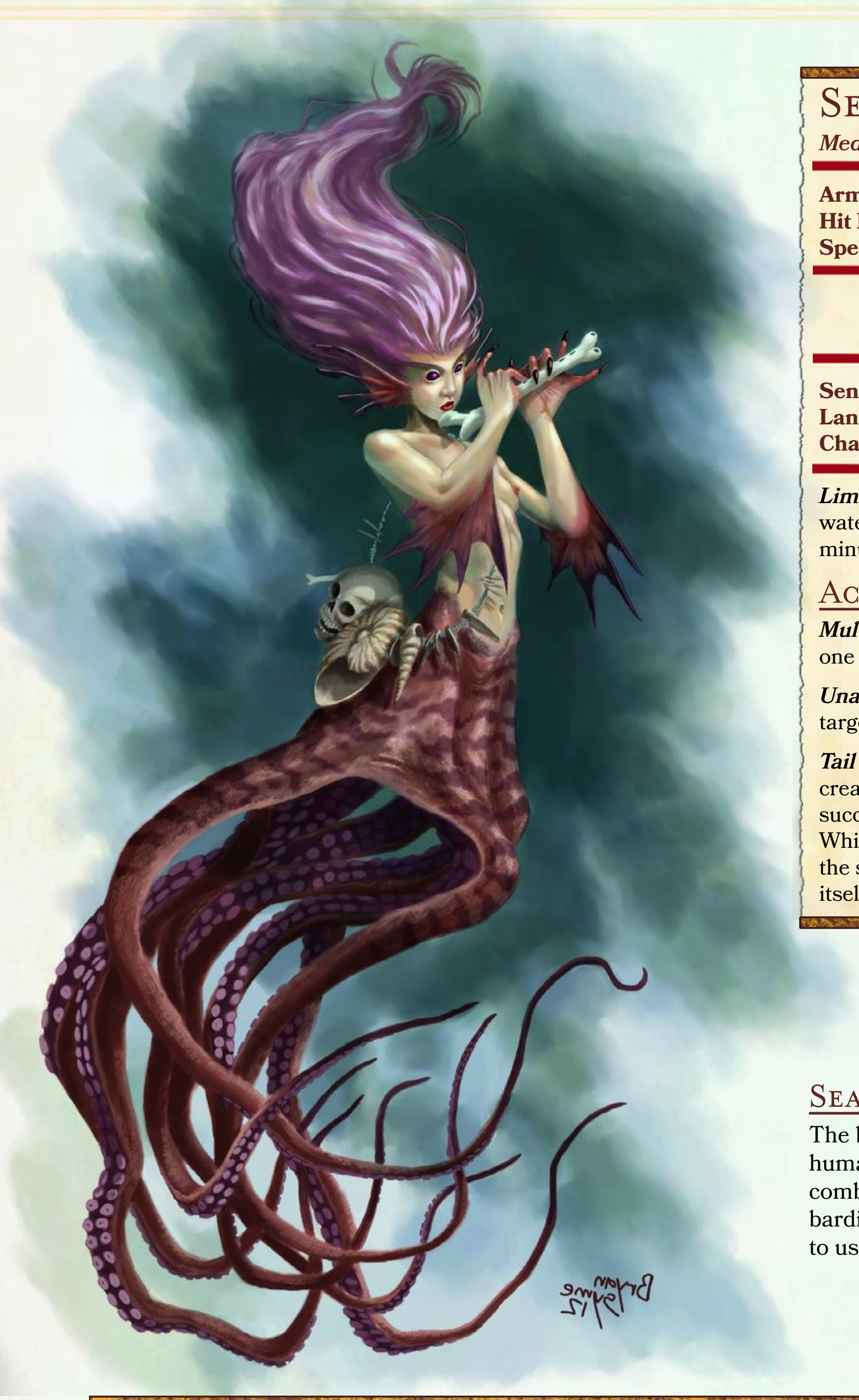
Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes four Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13) if it is a Large or smaller creature. Until the grapple ends, the sea spawn can't use this tentacle on another target.

Lightning Discharge (Recharges 4-6). The sea spawn discharges electricity that shocks targets around it. Each creature within 10 feet of the sea spawn must succeed on a DC 13 Constitution saving throw. On a failed save, the target takes 27 (6d8) lightning damage and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and isn't stunned.



Sea Spawn Stinger

Medium Humanoid, Typically Neutral Evil

Armor Class 12 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Actions

Multiattack. The sea spawn makes two Unarmed Strike attacks and one Tail Stinger attack.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Tail Stinger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sea Spawn Tidesinger

The bizarre sea spawn tidesinger has the upper body of a humanoid and the lower body of an octopus. It avoids physical combat, preferring to stay away from melee range and use its bardic magic. If any foe gets too close, however, it will not hesitate to use its vice-like tentacles to hold and constrict it.

Sea Spawn Tidesinger

Medium Humanoid, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	16 (+3)

Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Actions

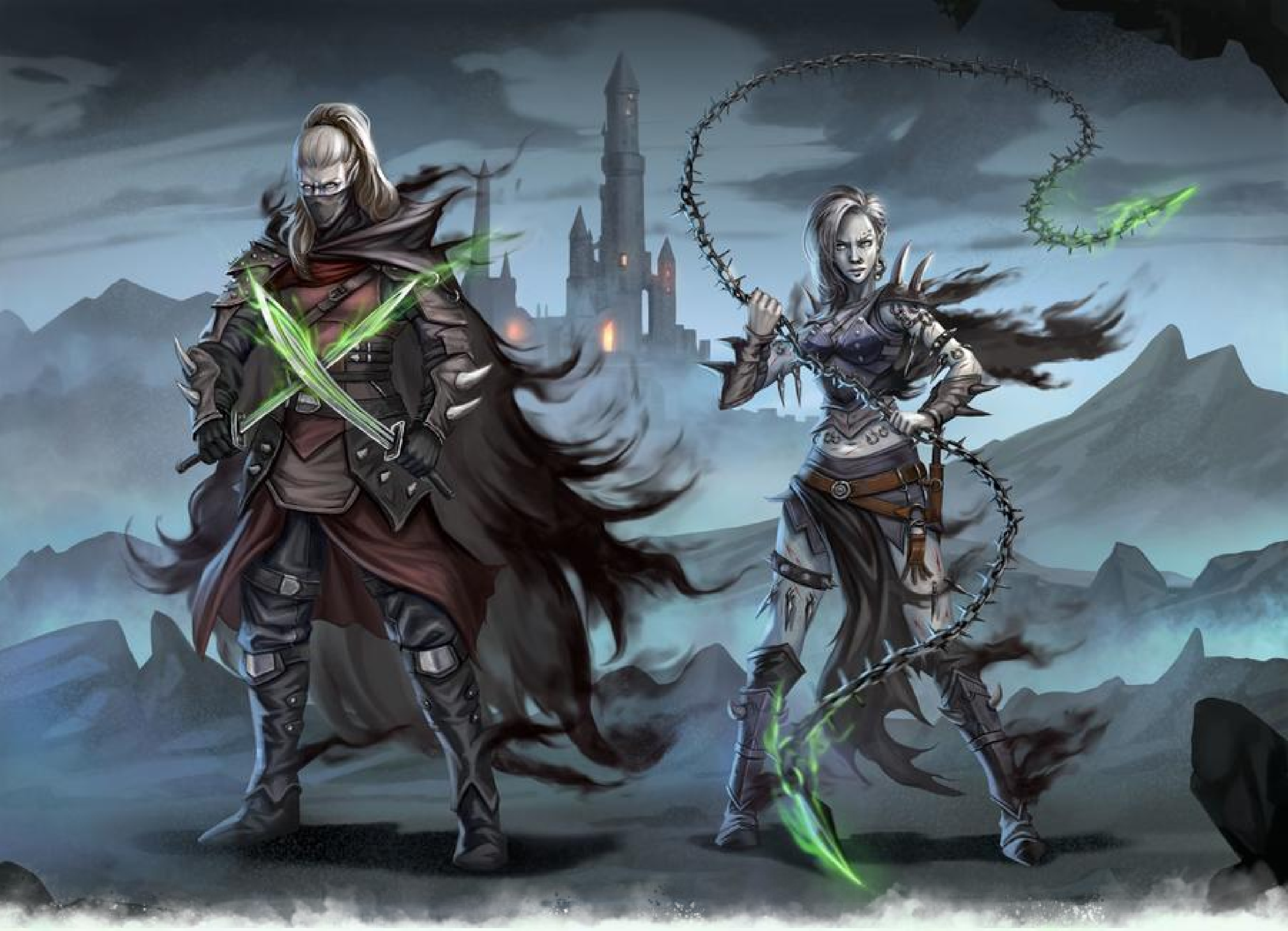
Multiattack. The sea spawn makes four Tentacle attacks or uses Befuddling Bolt twice.

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11) if it is a Large or smaller creature. Until the grapple ends, the sea spawn can't use this Tentacle on another target.

Befuddling Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* The target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the sea spawn's next turn.

Spellcasting. The sea spawn casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, mage hand, minor illusion*
2/day each: *charm person, dissonant whispers, enthrall*
1/day each: *greater invisibility, mass suggestion, synaptic static*



Shadar-kai

Dawnkiller

Dawnkillers are assassins of the shadar-kai that use the cover of darkness to move in stealth as they hunt their prey. These sinister killers are armed with a kukri infused with necrotic energy, which becomes deadlier when they strike their targets while within in the shadows.

Kithguard

Kithguards are warlock hexblades that serve directly under kithlords as personal bodyguards. They are extremely loyal fanatics who will gladly sacrifice their lives if it will prevent their masters from harm.

Kithlord

Kithlords are the undisputed leaders and generals of the shadar-kai army. The kithlord is a powerful shadar-kai commander that is able to deflect attacks and spells against it and use the shadows to teleport closer to its enemies. It is armed with a dark, phantasmal dagger that weakens its opponents and spreads necrotic decay with every hit.

Painbearer

The painbearer is a graceful warrior known for the spiked chains that it uses in battle and the tattoos, body piercings, and symbols that adorns its skin. The symbols increase in number throughout the painbearer's life, as it tries to block out the curse of gloom with excruciating pain. Painbearers trap enemies in pitch black shadow cages where the darkness slowly latches on to their bodies and starts to leech away their lives.

SHADAR-KAI DAWNKILLER

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +7, Cha +5
Skills Stealth +7
Damage Resistances necrotic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Fey Ancestry. The shadar-kai has advantage on saving throws against being charmed, and magic can't put the shadar-kai to sleep.

ACTIONS

Multiattack. The shadar-kai makes three Kukri attacks. It can use Spellcasting in place of one of these attacks.

Kukri. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 6 (1d12) necrotic damage.

Spellcasting. The shadar-kai casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

3/day each: *darkness, gaseous form*

BONUS ACTIONS

Shadow Jump. The shadar-kai teleports, along with any equipment is it wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

Shadow Stealth. While in dim light or darkness, the shadar-kai takes the Hide action.

Shade Strike (1/Turn). While in dim light or darkness, when the shadar-kai hits a target with a weapon attack, the shadar-kai magically deals an extra 26 (4d12) necrotic damage to the target. In addition, the target must make a DC 13 Wisdom saving throw or be blinded until the end of the shadar-kai's next turn.

SHADAR-KAI KITHGUARD

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 15 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +6, Cha +6
Skills Perception +5, Stealth +6
Damage Resistances necrotic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The shadar-kai has advantage on saving throws against being charmed, and magic can't put the shadar-kai to sleep.

ACTIONS

Multiattack. The shadar-kai makes two Phantasmal Dagger attacks. It can use Phantasm in place of one of these attacks.

Phantasmal Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage plus 19 (3d12) necrotic damage, and the target has disadvantage on Wisdom and Intelligence saving throws until the start of the shadar-kai's next turn.

Phantasm. The shadar-kai targets one creature it can see within 60 feet of it. The target must make a DC 14 Wisdom saving throw. On a failed save, the target takes 17 (5d6) psychic damage and is frightened until the end of the shadar-kai's next turn. Constructs, and Undead are immune to this effect.

Spellcasting. The shadar-kai casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights, silent image, true strike*
2/day each: *blur, darkness, mirror image, phantasmal force*
1/day each: *greater invisibility, major image, phantasmal killer*

BONUS ACTIONS

Shadow Jump. The shadar-kai teleports, along with any equipment is it wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

REACTIONS

Guardian Strike: If an enemy within 5 feet of the shadar-kai attacks a target other than the shadar-kai, that enemy provokes an opportunity attack from the shadar-kai.

Shadar-kai Kithlord

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Dex +9, Int +10, Wis +8, Cha +7
Skills Arcana +10, Deception +7, Perception +8
Damage Immunities necrotic, psychic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Fey Ancestry. The shadar-kai has advantage on saving throws against being charmed, and magic can't put the shadar-kai to sleep.

Legendary Resistance (3/Day). If the shadar-kai fails a saving throw, it can choose to succeed instead.

Magic Resistance. The shadar-kai has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The shadar-kai makes two Phantasmal Dagger attacks. It can use Phantasm in place of one of these attacks.

Phantasmal Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage plus 26 (4d12) necrotic damage, and the target has disadvantage on Wisdom and Intelligence saving throws until the start of the shadar-kai's next turn.

Phantasm. The shadar-kai targets one creature it can see within 60 feet of it. The target must make a DC 18 Wisdom saving throw. On a failed save, the target takes 28 (8d6) psychic damage and is frightened until the end of the shadar-kai's next turn. Constructs, and Undead are immune to this effect.

Spellcasting. The shadar-kai casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 18):

At will: *dancing lights, silent image, true strike*
2/day each: *blur, darkness, greater invisibility, major image, mirror image, phantasmal force, phantasmal killer*
1/day each: *maddening darkness, mislead, seeming, weird*

Bonus Actions

Coalescing Darkness. The shadar-kai turns invisible. The effect ends when the shadar-kai uses a bonus action to end it or enters a space in bright light or stronger.

Shadow Stride. The shadar-kai teleports up to 300 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

Legendary Actions

The shadar-kai can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shadar-kai regains spent legendary actions at the start of its turn.

Shadow Shift. While in dim light or in darkness, the shadar-kai moves up to half its speed without provoking opportunity attacks.
Phantasmal Strike (Costs 2 Actions). The shadar-kai makes a Phantasmal Dagger attack or uses Phantasm.
Cast a Spell (Costs 3 Actions). The shadar-kai uses Spellcasting.

Shadar-kai Painbearer

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Dex +8, Cha +6
Skills Perception +5, Stealth +8
Damage Resistances necrotic, psychic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Fey Ancestry. The shadar-kai has advantage on saving throws against being charmed, and magic can't put the shadar-kai to sleep.

Magic Resistance. The shadar-kai has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The shadar-kai makes three Spiked Chain attacks. It can use Shadow Cage in place of one of these attacks, if available.

Spiked Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 16 Dexterity saving throw or suffer one additional effect of the shadar-kai's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadar-kai can't grapple another target.
- The target is knocked prone.
- The target takes 27 (5d10) necrotic damage.

Shadow Cage (Recharges 6). Magical darkness spreads from a point within 120 feet of the shadar-kai to fill a 10-foot radius sphere that lasts until the shadar-kai's concentration is broken, up to 1 minute (as if concentrating on a spell). The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 3rd level or lower, can't illuminate the area. Each creature in that area must make a DC 14 Wisdom saving throw or take 22 (4d10) necrotic damage and be restrained until the effect ends. Any creature within the area, other than a shadar-kai, takes 11 (2d10) necrotic damage at the start of each of the shadar-kai's turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

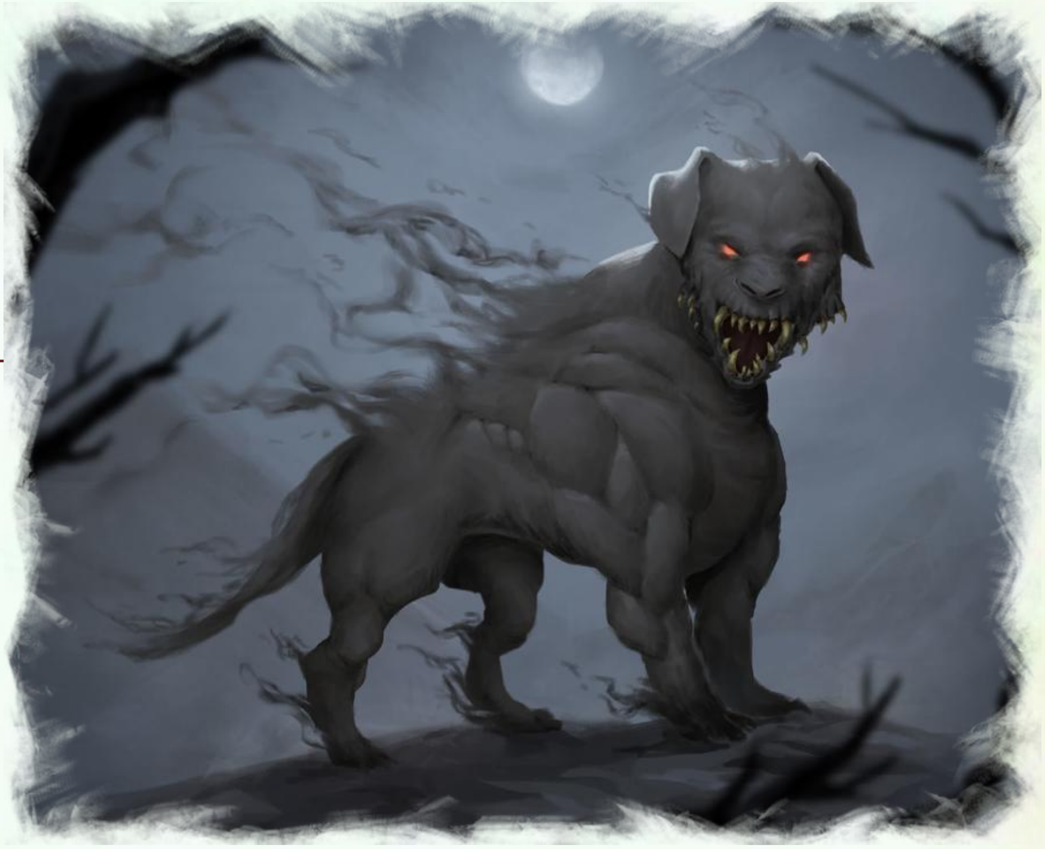
Bonus Actions

Shadow Jump. The shadar-kai teleports, along with any equipment is it wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

Reactions

Pain and Vengeance. When an ally within 5 feet of the shadar-kai is hit by a visible attacker within 10 feet of it, the shadar-kai swaps places with that creature and is hit instead. The shadar-kai then makes one Spiked Chain attack at the attacker with advantage on the attack roll.

SHADOW MASTIFF



SHADOW MASTIFF PACK LORD

Sometimes a remarkable shadow mastiff alpha survives long enough and grows into an unusually large size. It becomes a pack lord, a fearsome specimen that all shadow mastiffs will submit to.

Pack lords can lead multiple packs, each led by an alpha.

SHADOW MASTIFF PACK LORD

Large Monstrosity, Typically Neutral Evil

Armor Class 13
Hit Points 114 (12d10 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	7 (-2)	16 (+3)	7 (-2)

Skills Perception +6, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or in darkness
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Leader. The shadow mastiff's allies have advantage on attack rolls while within 20 feet of the shadow mastiff, provided it isn't incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

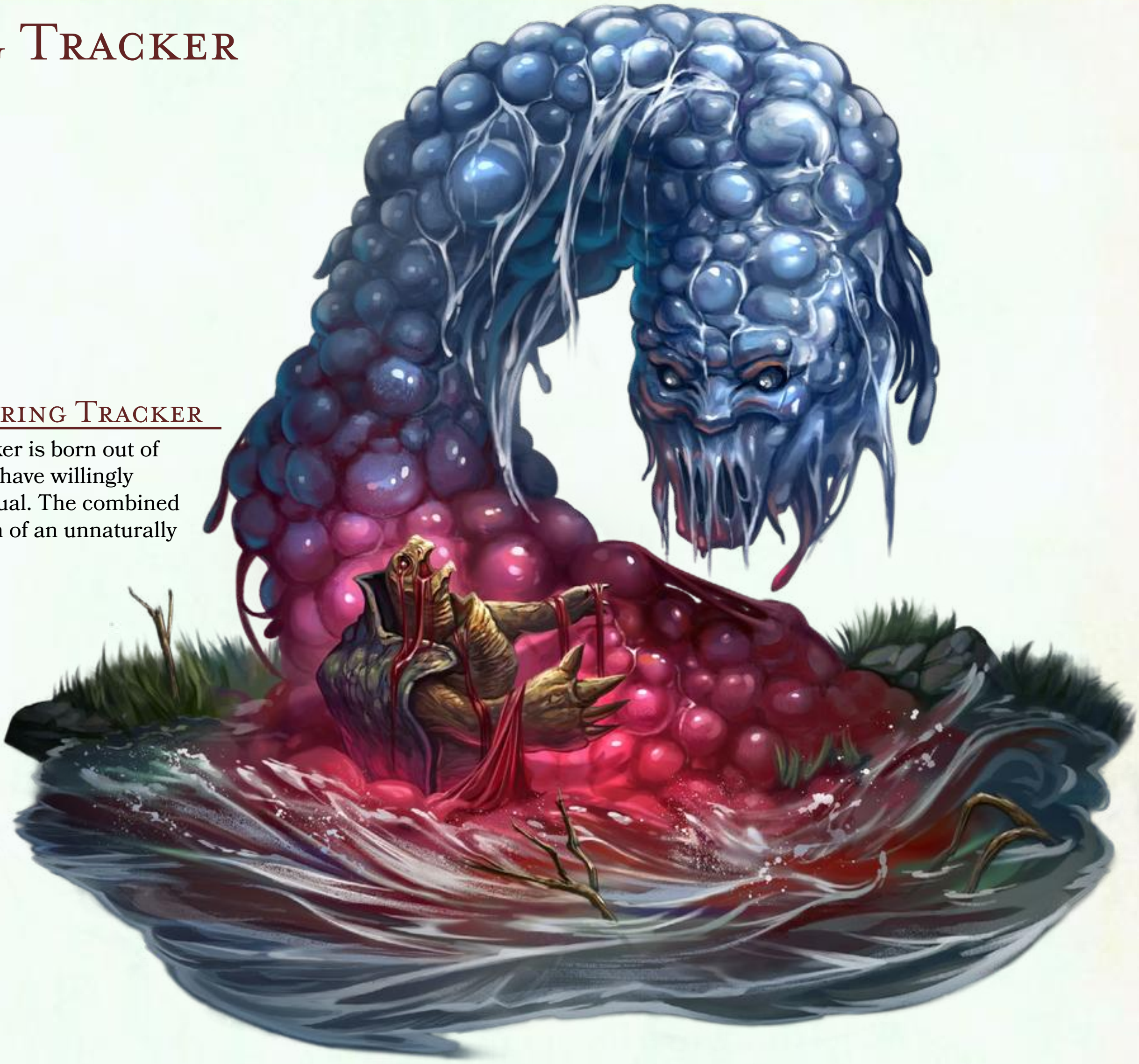
Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength check or be knocked prone.

Terrifying Howl (Recharge 5–6). The shadow mastiff howls. Any beast or humanoid within 300 feet of the shadow mastiff and able to hear its howl must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours.

BONUS ACTIONS

Shadow Blend. While in dim light or darkness, the shadow mastiff becomes invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

SLITHERING TRACKER



MONSTROUS SLITHERING TRACKER

A monstrous slithering tracker is born out of several vengeful beings that have willingly offered themselves to the ritual. The combined bodies result int the creation of an unnaturally large slithering tracker.

MONSTROUS SLITHERING TRACKER

Large Ooze, Typically Chaotic Evil

Armor Class 14
Hit Points 76 (8d10 + 32)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	19 (+4)	10 (+0)	16 (+3)	11 (+0)

Skills Stealth +10
Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious
Senses blindsight 120 ft., passive Perception 13
Languages understands languages it knew in its previous form but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

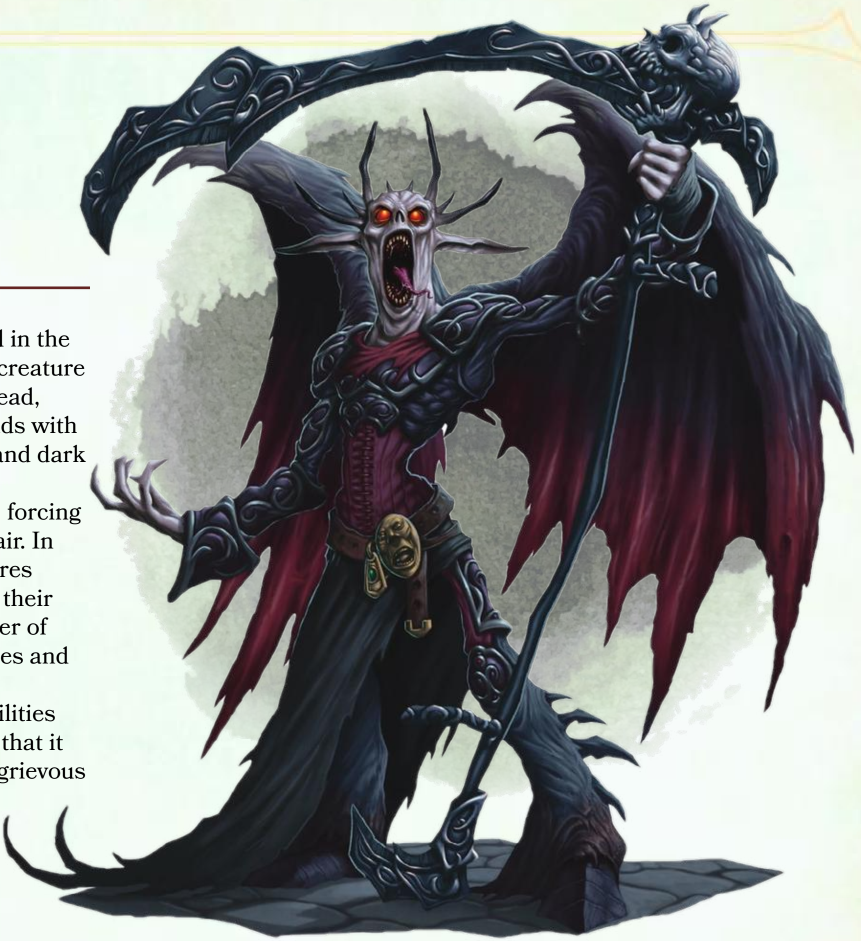
ACTIONS

Multiattack. The slithering tracker makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Life Leech. One Huge or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 22 (4d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

SORROWSWORN



THE GRIM

The embodiment of hopelessness and despair, the grim is among the mightiest of the sorrowsworn that can be found in the Shadowfell. It resembles an 8-foot tall, slender humanoid creature with pale emaciated skin, thin horns protruding from its head, bulging red eyes, large leathery wings on its back, and hands with long clawed fingers clutching a scythe made out of bones and dark steel.

Lord of Despair. The grim radiates an aura of bleakness, forcing creatures nearby to be overwhelmed with feelings of despair. In addition, the grim can whisper and hiss constantly. Creatures unfortunate enough to be within range will hear it, even in their minds. The grim can then choose to fill their thoughts either of extreme sorrow, deep emptiness, or memories of past losses and regret.

Reaping Scythe. Those that do survive the harrowing abilities of the grim will still have to contend with its deadly scythe that it attacks with thrice each turn, and with each hit can inflict grievous wounds that can't be healed normally.

THE GRIM

Medium Monstrosity, Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 304 (32d8 + 160)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +8
Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness
Senses darkvision 60 ft., passive Perception 18
Languages Common, telepathy 30 ft.
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Aura of Loss. A creature that starts its turn within 30 feet of the Grim must succeed on a DC 16 Wisdom saving throw. On a failed save, the creature has disadvantage on saving throws and grant the Grim advantage on attack rolls against it until the start of the Grim's next turn.

ACTIONS

Multiattack. The Grim makes three Reaping Scythe attacks. It can use Bleak Visage in place of one of these attacks.

Reaping Scythe. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 22 (4d10) necrotic damage. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Bleak Visage. The Grim fixes its gaze on one creature it can see within 60 feet of it. The target must succeed on DC 16 Wisdom saving throw against this magic or take 22 (4d10) psychic damage and be frightened for 1 minute. While frightened, the creature is incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage. If a target's saving throw is successful or the effect ends for it, the target is immune to the Grim's Bleak Visage for the next 24 hours.

BONUS ACTIONS

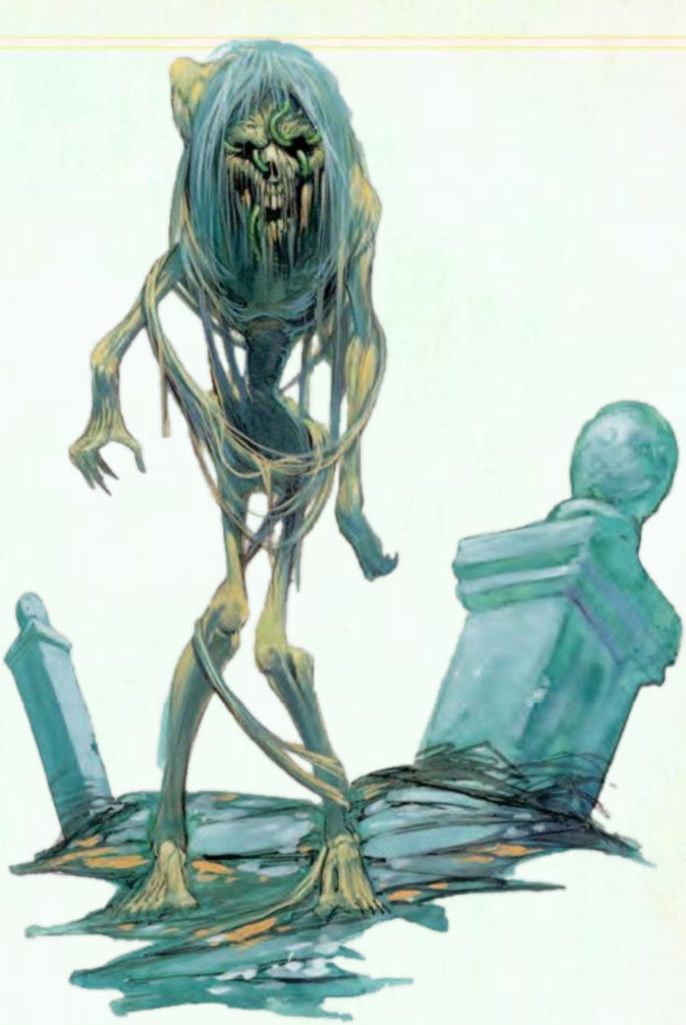
Whispers of Loss. The Grim whispers and hisses constantly, which can be heard loudly in the minds of creatures within 60 feet of it that can understand it. It can choose one from the following three effects:

1. *Future Sorrow*. The Grim fills creatures' thoughts of images of loved ones dying horrible deaths. Each creature within range must succeed on a DC 16 Wisdom saving throw or take 16 (3d10) psychic damage and drop whatever it is holding, and become frightened until the end of the Grim's next turn. While frightened in this way, a creature must take the Dash action and move away from the Grim by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. On a successful save, the creature takes half as much damage with no additional effects.
2. *Great Emptiness*. The Grim makes creatures reflect on their most terrible actions that have wracked them with guilt. Each creature within range must succeed on a DC 16 Charisma saving throw or be take 22 (4d10) psychic damage and be confused until the end of its next turn. The creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 7, the creature takes no action but uses all its movement to move in a random direction. On an 8 to 10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. On a successful save, the creature takes half as much damage with no additional effects.
3. *Past Losses*. The Grim makes creatures recall painful, tragic events and lost love ones that have haunted them. Each creature within range must succeed on a DC 16 Intelligence saving throw or take 11 (2d10) psychic damage and become stunned until the end of the Grim's next turn. On a successful save, the creature takes half as much damage with no additional effects.

SPAWN OF KYUSS

FAVORED SPAWN OF KYUSS

Spawn of Kyuss are mostly victims of their god's corruption, but those who are favored by their master are tougher, stronger, and have other special abilities. These former fanatics who were high priests of Kyuss project a persistent aura that can haunt and terrify creatures. In addition to the typical abilities of a spawn of Kyuss, it can also expel worms from its body, striking and burrowing into the bodies of any who are unfortunate enough to be close.



FAVORED SPAWN OF KYUSS

Medium Undead, Typically Chaotic Evil

Armor Class 11 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

Saving Throws Wis +3, Cha +4
Skills Perception +3
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages it knew in life but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fear Aura. A creature that starts its turn within 10 feet of the spawn of kyuss must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the Fear Aura for the next 24 hours.

Infested Form. A creature that touches the spawn or hits it with a melee attack while within 5 feet of it must make a DC 16 Dexterity saving throw or become infected by a worm (see effects of Burrowing Worm).

Regeneration. The spawn of Kyuss regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Infested Form feature and its Burrowing Worm and Wormburst actions.

Unusual Nature. The spawn of Kyuss doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The spawn of Kyuss makes two Claw attacks and uses Burrowing Worm.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 10 (3d6) necrotic damage.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 12 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

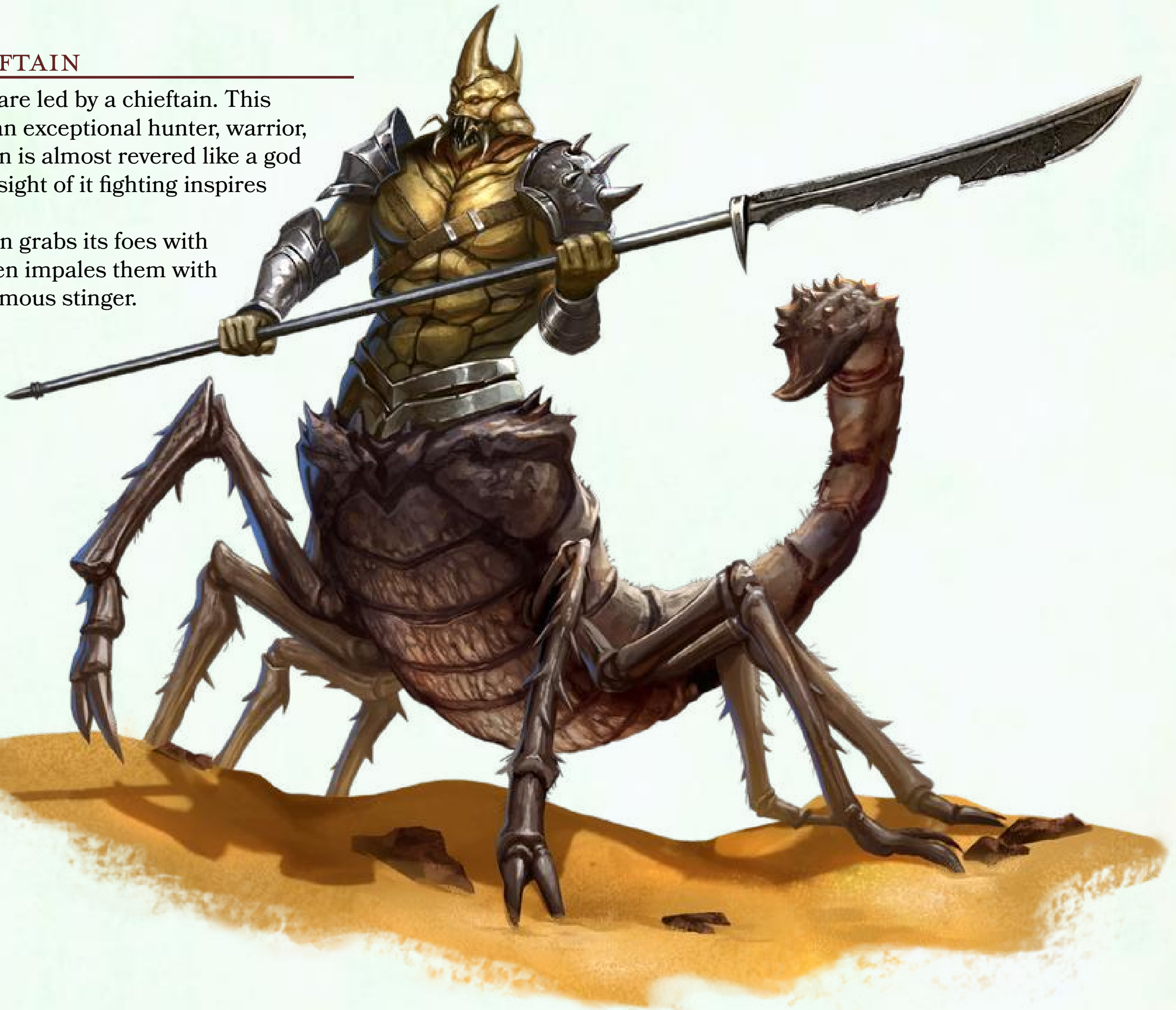
Wormburst (Recharge 5–6). The spawn of Kyuss expels worms from its body, striking creatures around it. Each creature within 10 feet of it must succeed on a DC 16 Dexterity saving throw. On a failed save, 1d4 + 1 worms latches on the target's skin (see effects of Burrowing Worm).

TLINCALLIS

TLINCALLI CHIEFTAIN

Nomadic scorpion folk are led by a chieftain. This formidable creature is an exceptional hunter, warrior, and leader. The chieftain is almost revered like a god by its subjects, and the sight of it fighting inspires them to attack savagely.

In combat, the chieftain grabs its foes with its giant pincers and then impales them with both its glaive and venomous stinger.



TLINCALLI CHIEFTAIN

Large Monstrosity, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	12 (+1)

Saving Throws Con +8, Wis +6
Skills Perception +6, Stealth +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Tlincalli
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the tlincalli fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The tlincalli makes one Glaive attack and one Sting attack.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 7 (2d6) poison damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 21 (6d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Battle Command. The tlincalli targets one ally it can see within 30 feet of it. If the target can see or hear the tlincalli, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Great Hunter's Inspiration (Recharge 5–6). When the tlincalli damages an enemy with a melee weapon attack, all allies within 30 feet of it and can see the tlincalli gains advantage to its next melee weapon attack until the start of the tlincalli's next turn.

LEGENDARY ACTIONS

The tlincalli can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tlincalli regains spent legendary actions at the start of its turn.

Move. The tlincalli moves up to half its speed.

Sting (Costs 2 Actions). The tlincalli makes a melee weapon attack.

Glaive Slash (Costs 3 Actions). The tlincalli moves up to its speed in a straight line and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw, taking 9 (1d10 + 4) slashing damage plus 7 (2d6) poison damage on a failed save.

TLINCALLI SHAMAN

Tlincalli shamans are druidic spellcasters that serve to support its tribe as they travel from one place to another. Shamans are able to create food and water, and can also cast spells to protect its tribe from both natural and unnatural elements.

During combat it will typically cast *spike growth* first to slow down and weaken its foes before casting *wall of fire* to divide and isolate them. It then finishes them off with *erupting earth,* Sirroco, and its melee attacks.

TLINCALLI SHAMAN

Large Monstrosity, Typically Neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

Skills Perception +6, Stealth +4, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Tlincalli
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The tlincalli makes one Sting attack and uses Sirocco.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sirocco. The tlincalli emits fiery winds and heated sand in a 20-foot cube originating from the tlincalli. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 13 (3d8) fire damage and is blinded until the start of the tlincalli's next turn. On a successful save, a creature takes half as much damage and isn't blinded.

Spellcasting. The tlincalli is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks):

At will: *druidcraft, guidance, resistance*
2/day each: *earth tremor, erupting earth, spike growth*
1/day each: *conjure elemental* (fire or earth), *wall of fire*

TLINCALLI WITCH

The devious tlincalli witch is a warlock that has made a pact with an archfiend or demon prince. A single tlincalli witch can hypnotize and control an entire unit of enemies, bring a monster into submission, and cause immeasurable pain to any creature it desires to torture. As such, tlincalli tribes that have witches are able to rise in power easily, with the witch providing its support as long as it is allowed to play with its victims.

TLINCALLI WITCH

Large Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	13 (+1)	13 (+1)	17 (+3)

Skills Deception +6, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common, Tlincalli
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The tlincalli makes one Sting attack and uses Infest or Spellcasting.

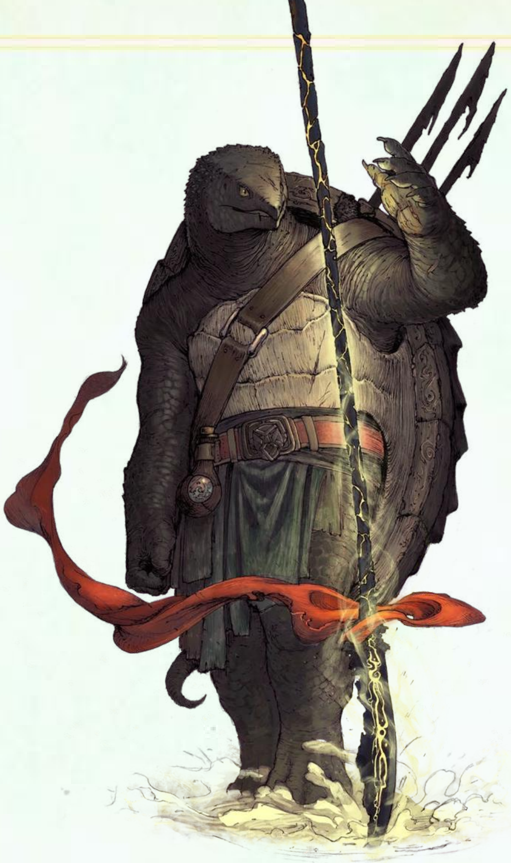
Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infest. The tlincalli magically implants parasitic bug eggs on one creature it can see within 60 feet of it. The target must succeed on a DC 14 Constitution saving throw against disease. On a failed save, the eggs hatch and the parasitic bugs begin to eat the target from the inside out. Immediately on this turn and at the start of each of the target's turns, the target takes 3 (1d6) piercing damage plus 7 (2d6) necrotic damage and is poisoned. While poisoned, the target is incapacitated. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't poisoned. If an infested target is targeted by an effect that cures disease, dispels magic, or removes a curse, all the bugs infesting it wither away. Constructs, Elementals, and Undead are immune to this effect.

Spellcasting. The tlincalli casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *alter self, false life, levitate* (self only), *minor illusion, silent image, speak with the dead*
1/day each: *contagion, giant insect, insect plague, stinking cloud, vitriolic sphere*

TORTLES



Most tortles are warriors and druids. But a few manage to become monks, scouts, and witch doctors. Their stats have been provided in this section.

TORTLE MONK

Medium Humanoid (Tortle), Any Non-Chaotic

Armor Class 17 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Skills Athletics +4, Perception +5
Senses passive Perception 15
Languages Aquan, Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Hold Breath. The tortle can hold its breath for 1 hour.

Stunning Strike (5/Day). Once per turn, when the tortle hits a creature with a melee weapon attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn.

ACTIONS

Multiattack. The tortle makes three melee attacks, two which must be Unarmed Strike attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target . *Hit:* 4 (1d4 + 2) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shell Defense. The tortle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the tortle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

TORTLE SCOUT

Medium Humanoid (Tortle), Any Alignment

Armor Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages Aquan, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. The tortle can hold its breath for 1 hour.

Sneak Attack (1/Turn). The tortle deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the tortle that isn't incapacitated and the tortle doesn't have disadvantage on the attack roll.

ACTIONS

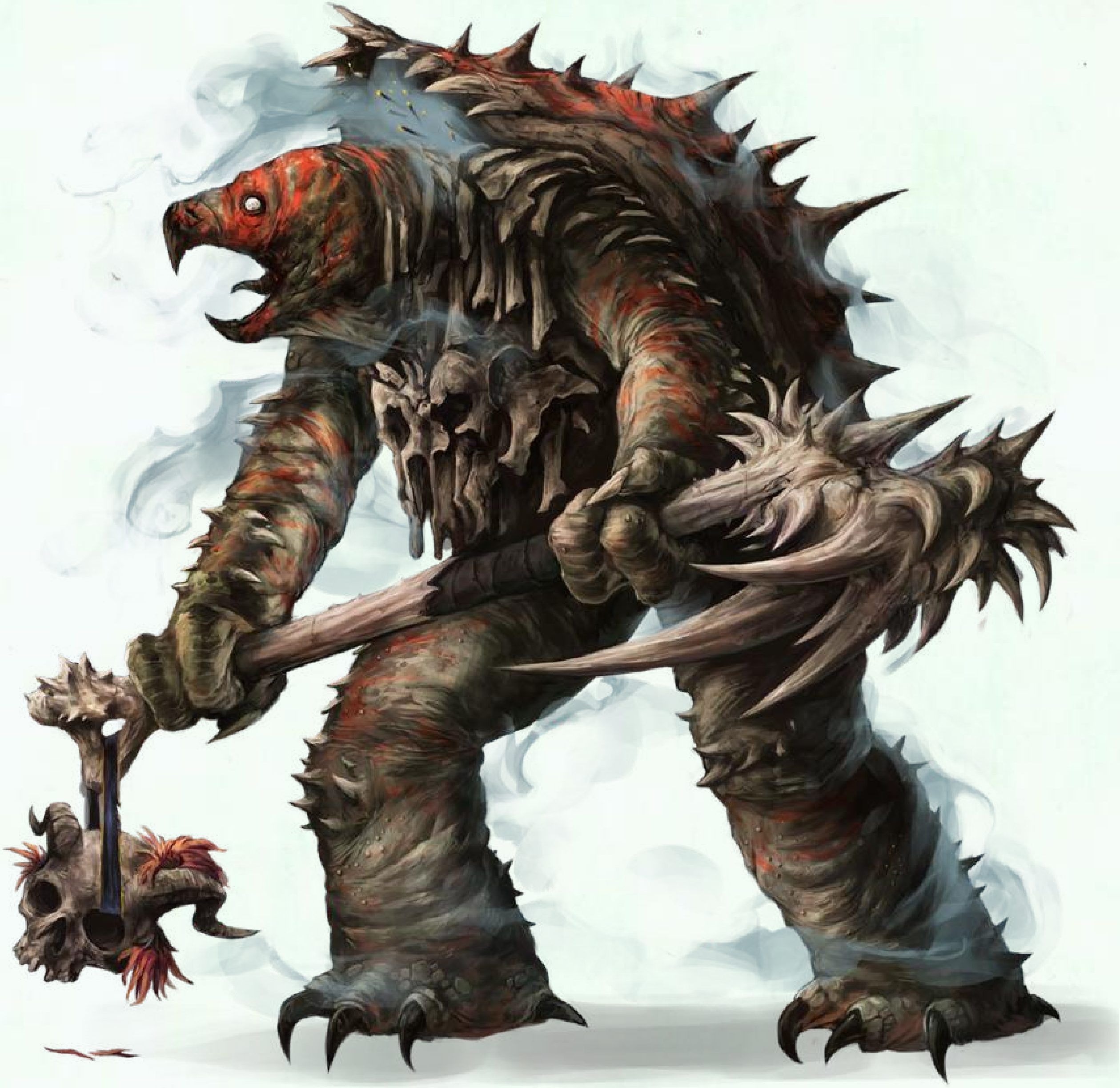
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target . *Hit:* 4 (1d4 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shell Defense. The tortle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the tortle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

BONUS ACTIONS

Cunning Action. The tortle takes the Dash, Disengage, or Hide action.



TORTLE WITCH DOCTOR

Medium Humanoid (Tortle), Any Alignment

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	12 (+1)

Skills Perception +5, Religion +2
Senses passive Perception 15
Languages Aquan, Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Hold Breath. The tortle can hold its breath for 1 hour.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target . *Hit:* 3 (1d4 + 1) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands, plus 10 (3d6) necrotic damage.

Cursed Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the tortle's next turn.

Shell Defense. The tortle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the tortle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

Spellcasting. The tortle casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, resistance, thaumaturgy*
3/day each: *blindness/deafness, cure wounds*
1/day: *banishment, bestow curse, revivify, spirit guardians*

Trappers

Monstrous and Young Trapper

The trapper provided in *Volo's Guide to Monsters* is that of an adult. Presented in this section are the young and monstrous versions.

The young trapper have 10-foot wingspans. Monstrous trappers can reach wingspans of 40 feet.

Trapper, Monstrous

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	2 (-4)	14 (+2)	4 (-3)

Skills Stealth +3
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

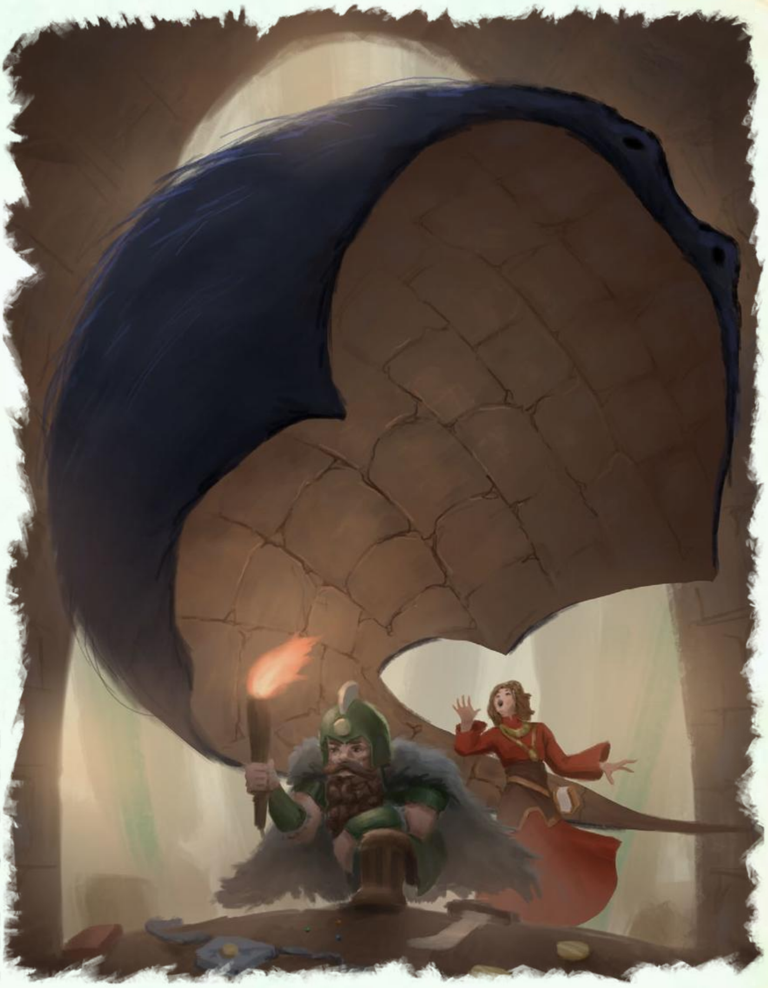
False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Smother. Each creature in a 15-foot cube originating from the trapper must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 15). Until the grapple ends, the target takes 22 (5d6 + 5) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother up to one Huge creature or two Large or smaller creatures at a time.

Blanket (Recharge 5–6).The trapper moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the trapper enters must succeed on a DC 16 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the trapper's path. On a failed save, the creature falls prone, is grappled by the trapper, and takes 22 (5d6 + 5) bludgeoning damage. While grappled in this way, the target is restrained, blinded, at risk of suffocating, and takes 22 (5d6 + 5) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns



Trapper, Young

Medium Monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +2
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Smother. One Medium or smaller creature within 5 feet of the trapper must succeed on a DC 12 Dexterity saving throw or be grappled (escape DC 12). Until the grapple ends, the target takes 12 (3d6 + 2) bludgeoning damage plus 2 (1d4) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother only one creature at a time.

TROLLS

TROLL BERSERKER

Stronger and larger than a typical troll, the terrifying berserkers charge at their prey with abandon, savagely slashing and rending with their claws and tearing flesh with their jagged teeth.

TROLL MONARCH

The troll monarch is a hulking and fearsome-looking figure. In combat it attacks with its greataxe and uses it to cleave through foes with ease and then finishing off those who survive after the first blow with its terrible bite.

The mere sight of the troll monarch emboldens other trolls, turning them into fanatical warriors.

TROLL SHAMAN

Shamans are troll druids that support its brethren with spells to control the battlefield and tip the conflict in their favor. These trolls can also instill the fury and constitution of Vaprak temporarily in its allies, enabling them to fight with unnatural ferocity and regain hit points.

TROLL WHELP

Troll whelps, although common, are rarely seen as they often take cover or flee when their lair is attacked. Although only a few years old, they stand as tall as a human and are already able to defend and fight with their tusks, teeth, and claws.

TROLL BERSERKER

Large Giant, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

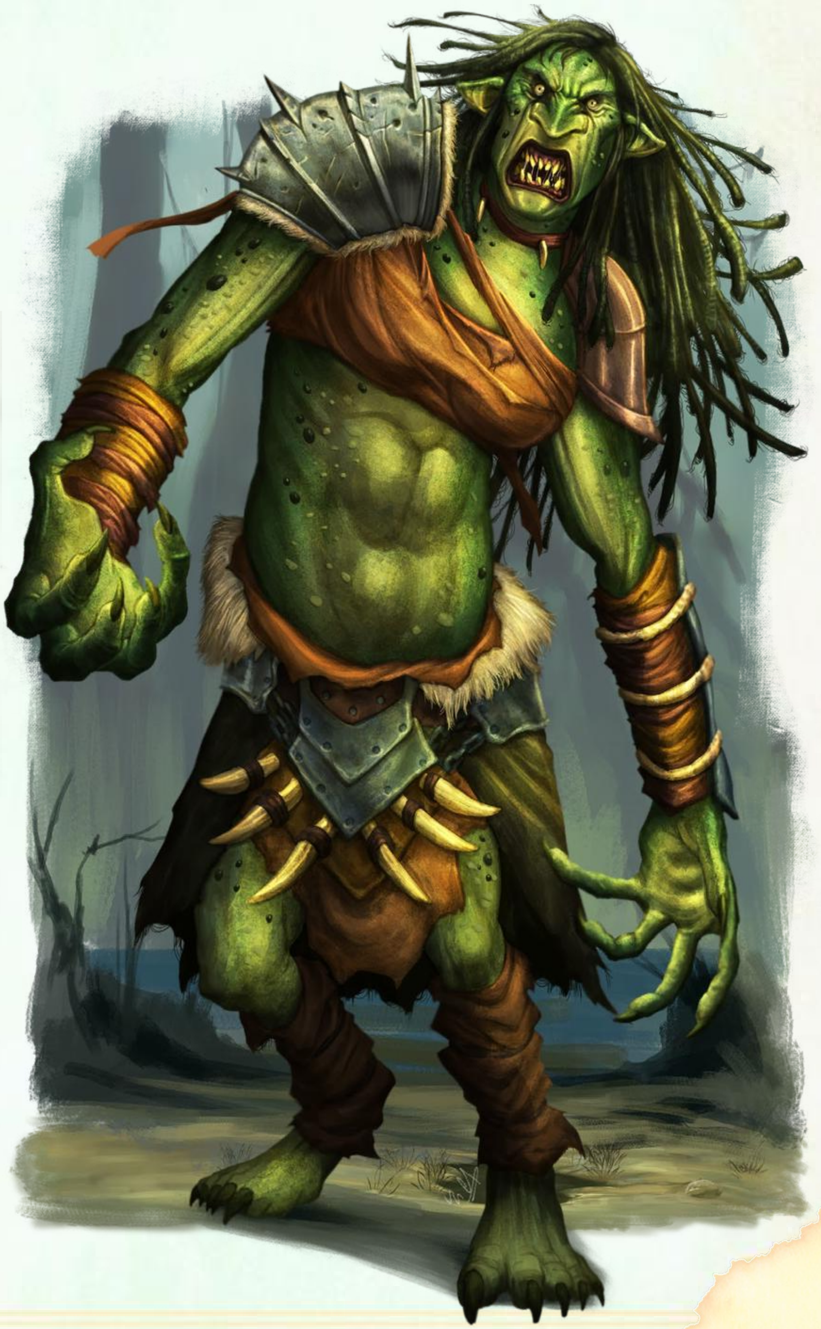
TROLL WITCH DOCTOR

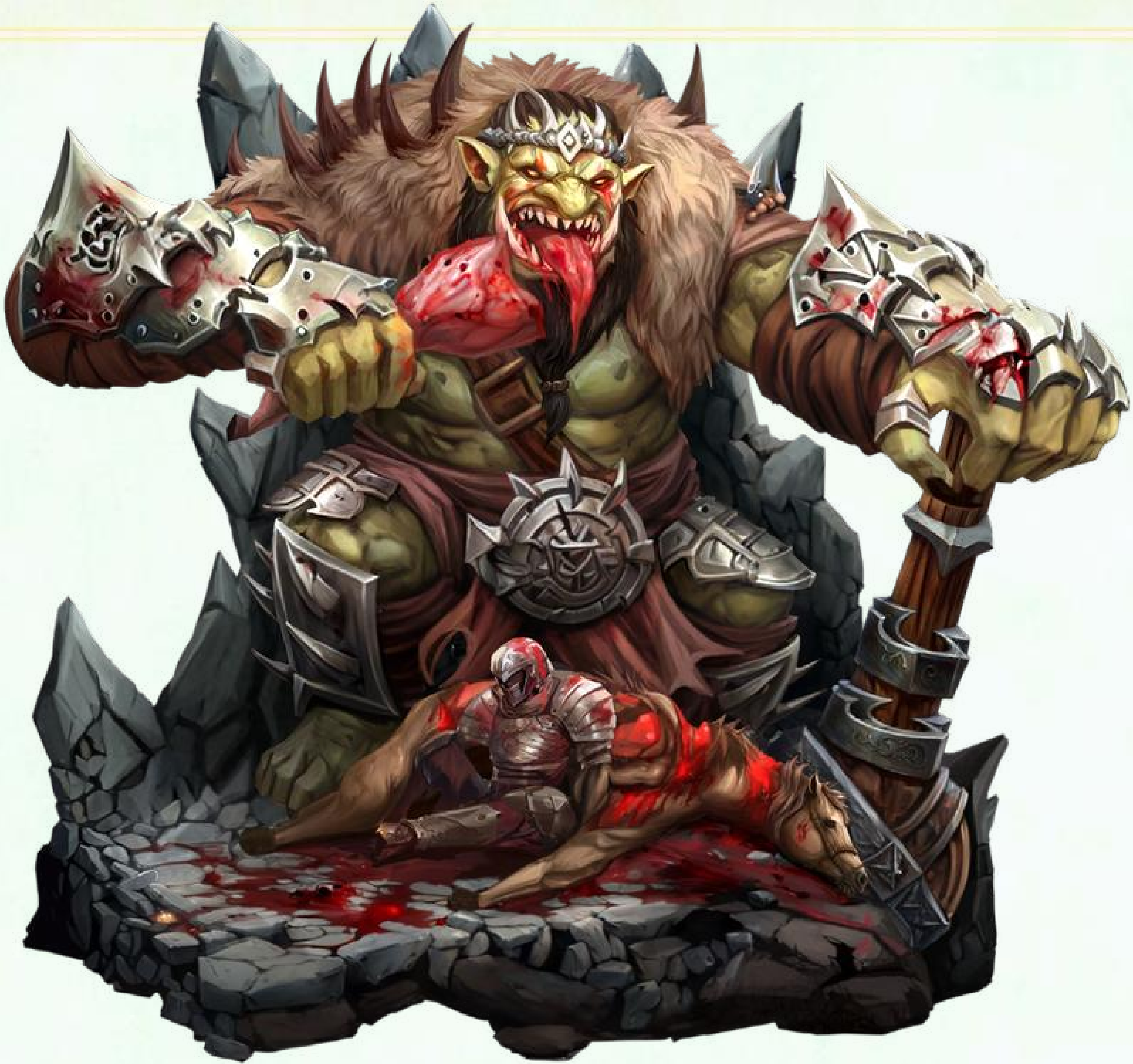
Troll witch doctors serve as the troll tribe's healer, divine adviser, and prophet of Vaprak, the troll deity. In combat, it uses spells that wreak havoc on enemy ranks, such *bestow curse* and *erupting earth*.

When forced into melee, the troll witch doctor is still a dangerous foe, as its claws and teeth can still tear a man into pieces.

TWO-HEADED TROLL

It is not exactly sure how the two-headed trolls came to be. Some say it is due to a troll crossbreeding with an ettin. Others say that it is because the troll ate another troll, and the head of the eaten troll had grown back and merged into the body of the consumer. This is unlikely as well, as such a troll is said to be a dire troll, which is an entirely different species and doesn't share the same qualities. Whatever the case may be, such a troll appears to be considered by its kin as a boon from Vaprak.





TROLL MONARCH

Huge Giant, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Con +10, Wis +5
Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Fervor. The troll's allies have advantage on attack rolls and saving throws against being charmed and frightened while within 20 feet of the troll, provided it isn't incapacitated.

Legendary Resistance (1/Day). If the troll fails a saving throw, it can choose to succeed instead.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes one Bite attack, one Claw attack, and one War Club attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

War Club. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the troll can automatically hit the target with its Claw but can't make Claw attacks against other targets.

Intimidating Roar (Recharge 5–6). The troll lets out a terrifying roar audible out to 120 feet. Any creature within 30 feet of the troll that can hear its roar must succeed on a DC 18 Wisdom saving throw or be frightened of the troll for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this troll's Intimidating Roar for the next 24 hours.

LEGENDARY ACTIONS

The troll can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The troll regains spent legendary actions at the start of its turn.

Charge. The troll moves up to its speed.

Claw (Costs 2 Actions). The troll makes a Claw attack.

Smash (Costs 3 Actions). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn. If the target fails its saving throw by 5 or more, it is also knocked unconscious for 1 minute.

Troll Shaman

Large Giant, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Vaprak's Fury (Recharges after a Short or Long Rest). The troll targets up to three allied trolls it can see within 30 feet of it. Each target gains advantage on melee attack rolls until the end of its next turn. In addition, each target regains 10 hit points unless they took acid or fire damage during its last turn.

Spellcasting. The troll casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, mold earth, resistance*
2/day each: *earth tremor, spike growth*
1/day each: *erupting earth, stinking cloud, stoneskin*

Troll Whelp

Medium Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	5 (-3)	7 (-2)	5 (-3)

Skills Perception +0
Senses darkvision 60 ft., passive Perception 10
Languages Giant
Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes one Bite attack one Claws attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Troll Witch Doctor

Large Giant, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Cursed Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the troll's next turn.

Spellcasting. The troll casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *guidance, mold earth, thaumaturgy*
2/day each: *bane, hold person*
1/day each: *bestow curse, erupting earth*

Reactions

Vaprak's Wrath (Recharges after a Short or Long Rest). When an ally within 30 feet of the troll and can be seen by the troll hits a target with a melee weapon attack, the troll grants 5 extra damage to the ally's weapon damage roll. In addition, the ally's hit is a critical hit.

TWO-HEADED TROLL

Large Giant, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Two Heads. The troll has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

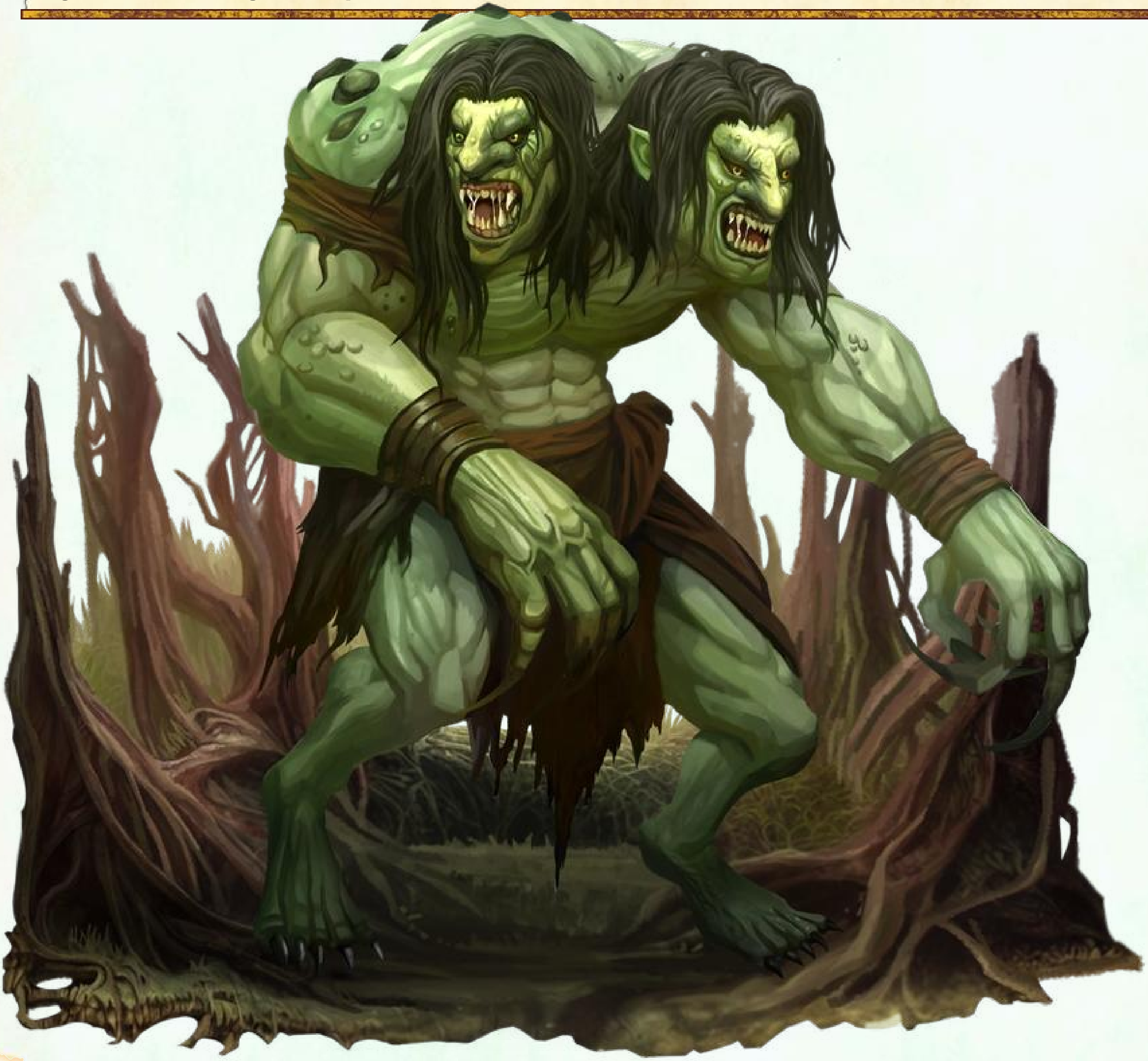
Extra Reaction. The troll gets an extra reaction that can be used only for opportunity attacks.

ACTIONS

Multiattack. The troll makes two Bite attacks and two Claw attacks.

***Bite. Melee** Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

***Claw. Melee** Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.



VARGOUILLES

Not all vargouilles are created equal. The most common vargouilles are created from the humanoid races. Some vargouilles are created from the heads of other species, and have resulted in a different species of vargouilles.

DIRE VARGOUILLE

In most cases, the fiendish curse from a vargouille can only affect a humanoid. In very rare instances, however, the curse may affect beasts and monstrosities, especially if the target was assaulted by a swarm of vargouille. When the transformation occurs, the resulting creature is that of dire vargouille - a stronger, more lethal specimen of the original.

GREATER VARGOUILLE

Greater vargouille are extremely rare, which happens when a giant undergoes the gruesome transformation after being infected by a vargouille's kiss. These horrid creatures are nearly 3 to 4 feet height in length, have wingspans 10 feet wide, and are able to exhale poisonous vapors that can make creatures violently sick.

DIRE VARGOUILLE

Small Fiend, Typically Chaotic Evil

Armor Class 13
Hit Points 39 (6d6 + 18)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	4 (-3)	8 (-1)	2 (-4)

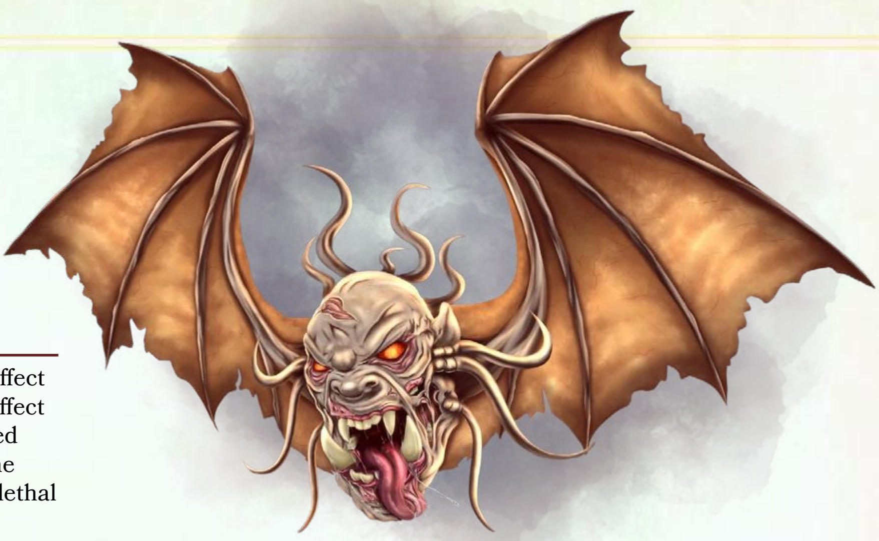
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target can't regain hit points until the start of the vargouille's next turn.

Abyssal Curse. The vargouille targets one incapacitated Humanoid within 5 feet of it. The target must succeed on a DC 13 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.



GREATER VARGOUILLE

Medium Fiend, Typically Chaotic Evil

Armor Class 13
Hit Points 76 (9d8 + 36)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	4 (-3)	9 (-1)	3 (-4)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 17 (5d6) poison damage, and the target can't regain hit points until the start of the vargouille's next turn.

Abyssal Curse. The vargouille targets one incapacitated Giant or Humanoid within 5 feet of it. The target must succeed on a DC 14 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each giant, humanoid, and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

Horrid Breath (Recharge 5–6). The vargouille exhales nauseating vapor in a 15-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned, the target can't regain hit points and spends its action during its turn retching and reeling. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

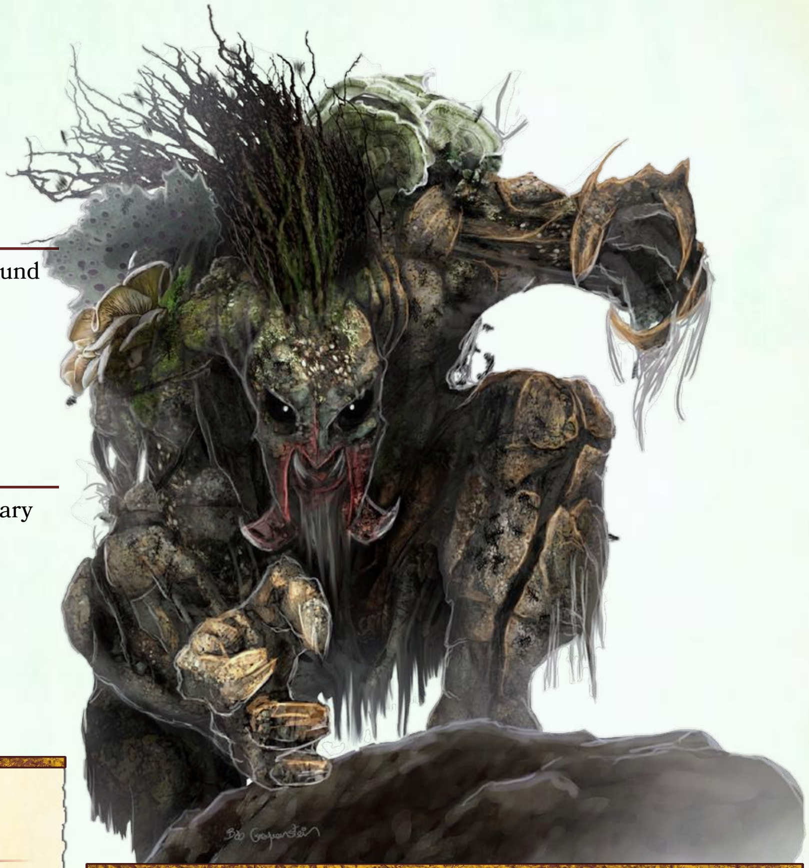
VEGEPYGMIES

VEGEPYGMY SHAMAN

Vegepygmy shamans are often the only type of spellcasters found in vegepygmy communities. They serve as the tribe's healer, prophet, and head adviser.

VEGEPYGMY WARRIOR

Vegepygmy warriors are the tribe's guards, hunters, and primary soldiers during times of war.



VEGEPYGMY SHAMAN

Small Plant, Typically Neutral

Armor Class 13 (natural armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	14 (+2)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 13
Languages Vegepygmy
Challenge 1 (200 XP) **Proficiency Bonus** +2

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spore Strike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 12 (2d10 + 1) poison damage. If the target is a creature, it is also poisoned until the end of the vegepygmy's next turn.

Spellcasting. The vegepygmy casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 11, +3 to hit with spell attacks):

At will: *guidance, mold earth*
3/day each: *entangle*
1/day each: *locate animals or plants, spike growth*

VEGEPYGMY WARRIOR

Small Plant, Typically Neutral

Armor Class 13 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 12
Languages Vegepygmy
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

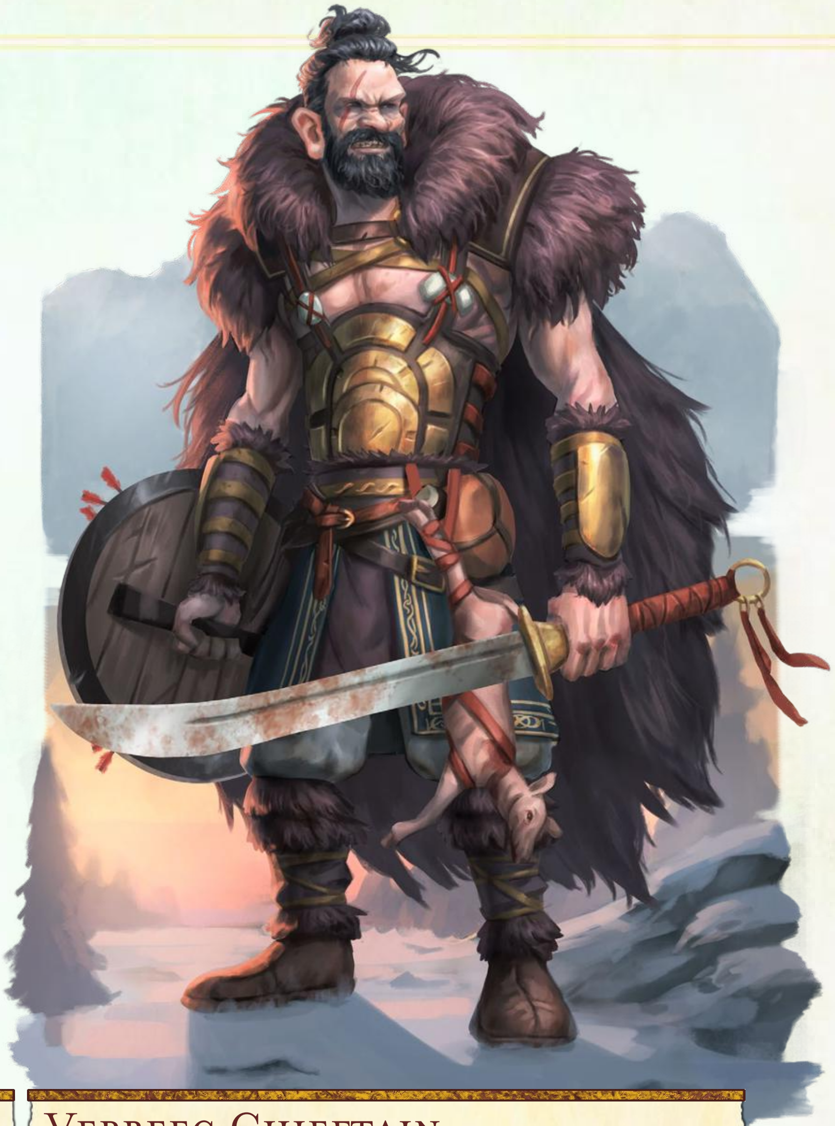
ACTIONS

Multiattack. The vegepygmy makes two attacks with its Claws or two melee attacks with its Spear.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

VERBEEG



Verbeeg are 9 to 10 feet tall unpleasant giants that have more human-like features and proportions compared to the commonly muscular and brutish forms of giants.

Barbaric Mercenaries. Most verbeeg are evil-natured and live a life of barbarism - raiding nearby settlements to plunder and kidnap folk for slaves or ransom. Others offer themselves as unscrupulous mercenaries that work for the highest bidder.

Cunning Bullies. Verbeeg are clever and are rarely encountered alone. They often bully and take charge of less intelligent groups of giant-kin such as ogres, hill giants, and trolls, and forcing and manipulating them to do the heavy lifting - such as fighting, as they stay behind relative safety.

Verbeeg often establish lairs in underground caves, dungeons, and abandoned castles. They usually worship the evil giant gods, such as Grolantor and Vaprak. However, most verbeeg follow Karontor, the giant deity of hate and disfigurement. Because Karontor is also a patron of fomorians, it isn't unusual to find verbeeg working with the malformed giants.

VERBEEG

Large Giant, Typically Neutral Evil

Armor Class 14 (hide armor, shield)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

Saving Throws Dex +2, Con +5
Skills Animal Handling +2, Athletics +5, Stealth +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

ACTIONS

Multiattack. The verbeeg makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, or 16 (3d8 + 3) piercing damage if used with two hands to make a melee attack.

VERBEEG CHIEFTAIN

Large Giant, Typically Neutral Evil

Armor Class 17 (patchwork armor, shield)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +3, Con +7, Wis +4
Skills Animal Handling +4, Athletics +8, Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

BONUS ACTIONS

Assault Command. The verbeeg targets one ally it can see within 30 feet of it. If the target can see or hear the verbeeg, the target can use its reaction to make one melee attack or move up to its speed.

Verbeeg Priest of Karontor

Large Giant, Neutral Evil

Armor Class 14 (hide armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +4, Con +6, Wis +6
Skills Athletics +6, Religion +6, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

Actions

Multiattack. The verbeeg makes two Club attacks, and it uses Enmity of Karontor.

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) bludgeoning damage plus 7 (2d6) cold damage.

Enmity of Karontor. The verbeeg targets one creature it can see within 60 feet of it. The target must make a DC 14 Wisdom saving throw. On a failed save, the creature takes 16 (3d8 + 3) psychic damage and until the end of the verbeeg's next turn, all attacks against the target have advantage.

Breath of Karontor (Recharge 5–6). The verbeeg exhales a blast of freezing wind in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.

Spellcasting. The verbeeg casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *bane, bestow curse, spiritual weapon* (club)

Reactions

Karontor's Rebuke (3/Day). In response to being damaged by a visible creature within 60 feet of it, the verbeeg forces that creature to make a DC 14 Constitution saving throw, taking 16 (3d10) cold damage on a failed save, or half as much damage on a successful one.

Verbeeg Skirmisher

Large Giant, Typically Neutral Evil

Armor Class 15 (hide armor, shield)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +5
Skills Animal Handling +2, Athletics +5, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

Skirmish Advantage. Once per turn, when the verbeeg attacks while on a space that is at least 15 feet away from where it started its turn, it gains advantage on that attack roll.

Actions

Multiattack. The verbeeg makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, or 16 (3d8 + 3) piercing damage if used with two hands to make a melee attack.

Bonus Actions

Lightfooted. The verbeeg takes the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the verbeeg can see ends its turn within 5 feet of it, the verbeeg can move up to half its speed. This movement doesn't provoke opportunity attacks.

Verbeeg Warlock

Large Giant, Typically Neutral Evil

Armor Class 14 (hide armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	10 (+0)	15 (+2)

Saving Throws Con +6, Wis +3
Skills Arcana +3, Athletics +6, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

Actions

Multiattack. The verbeeg makes two Spear attacks or uses Bewildering Word twice.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, or 16 (3d8 + 3) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) force damage.

Bewildering Word. The verbeeg utters a magical bewilderment, targeting one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or take 9 (2d8) psychic damage and have disadvantage on attack rolls until the end of the verbeeg's next turn.

Spellcasting. The verbeeg casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand, minor illusion, prestidigitation*
1/day each: *faerie fire, fear, phantasmal force, mirror image*

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the verbeeg turns invisible and teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

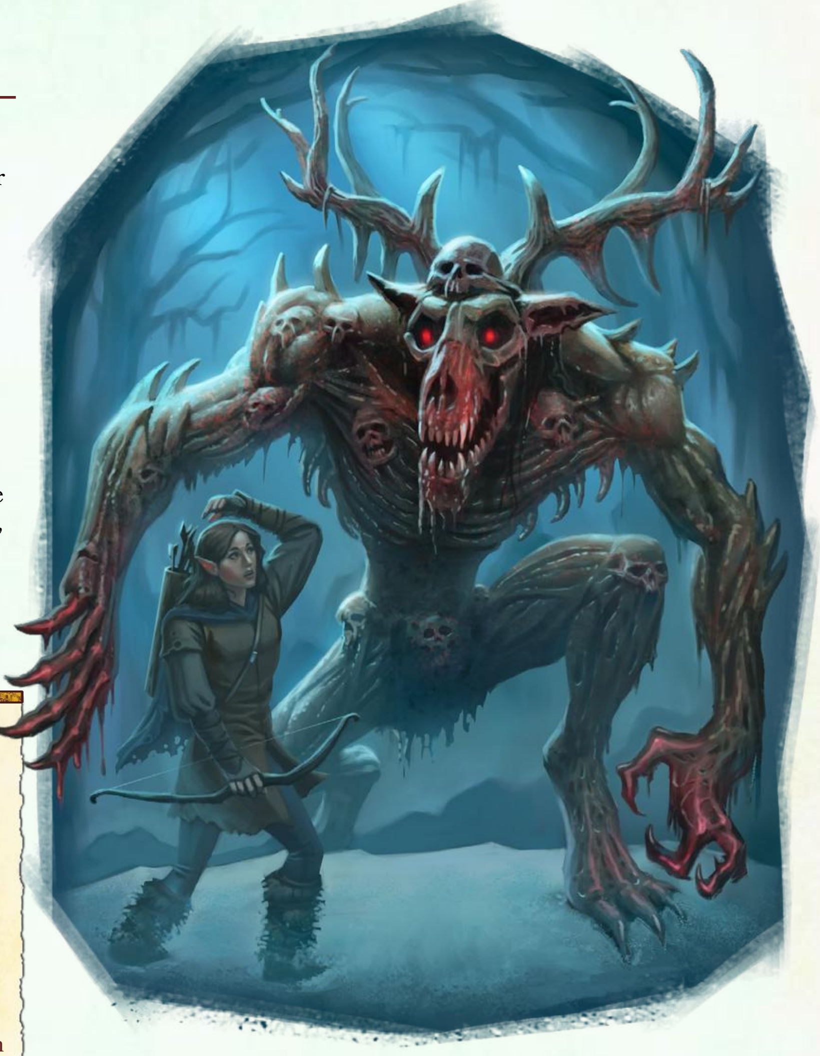
WENDIGO

WENDIGO

A wendigo is a dreadful fey spirit that haunts cold temperate forests and desolate tundras. It is often mistaken for an undead or lycanthrope due to its appearance and its insatiable craving for humanoid flesh.

Bestial Horror. The wendigo appears as a gaunt horrid-looking 9-foot tall humanoid with an emaciated elk's head with antlers. Its foul body is covered with dark matted hair that is stained with blood. Its unnaturally long arms end in vicious claws and its mouth is ridged with sharp teeth.

Ravenous Spirit. The wendigo was once an evil humanoid that hunted and preyed on its own kind, surviving as a cannibal for most of its life while living alone in the wilderness. Such a creature will attract the attention of the Queen of Air and Darkness or Malar the Beastlord. Before the creature's death, the deity it gained favor from bestows upon it a gift, or rather a curse, which transforms the creature into the ravenous wendigo. This allows the creature to continue what it did in its previous life, for eternity.



WENDIGO

Large Fey, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	18 (+4)

Skills Perception +7, Stealth +7, Survival +7
Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish, and Sylvan; telepathy 60 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Keen Hearing and Smell. The wendigo has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration. The wendigo regains 10 hit points at the start of its turn. If the wendigo takes fire damage, this trait doesn't function at the start of the wendigo's next turn. The wendigo dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The wendigo makes one Ravenous Bite and two Claw attacks.

Ravenous Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) necrotic damage, and the wendigo regains hit points equal to the necrotic damage dealt. In addition, the target must succeed on a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. While poisoned, the target's Wisdom score is reduced by 1d4 at the start of each of its turns. This reduction will not cause a target's score to go below 3. When a target's Wisdom reaches a score of 3, it becomes insane and ravenous. While in this state, the creature acts as an ally of the wendigo, gains a Bite attack (1d6 piercing damage), and must spend its action each turn making a Bite attack against an enemy of the wendigo.

The Wisdom score reduction lasts until the target finishes a short or long rest.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Baleful Howl. The wendigo emits a terrifying howl. Every enemy within 300 feet of the wendigo that can hear it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target that starts its turn within 30 feet of the wendigo must use all its movement on that turn to get as far from the wendigo as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A target that successfully saves is immune to the wendigo's Baleful Howl for the next 24 hours.

Spellcasting. The wendigo casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *dancing lights, detect magic, minor illusion, wind walk* (as an action, self only)

BONUS ACTIONS

Maddening Whispers. The wendigo chooses one creature it can see within 60 feet of it. The target must succeed on a DC 16 Wisdom saving throw. On a failed save, the target takes 13 (2d8 + 4) psychic damage and must use its reaction to move up to half its speed and make a melee weapon attack against one visible creature of the wendigo's choice. Constructs and Undead are immune to this effect.

WOOD WOADS

WOOD WOAD GROVE KEEPER

When a druid willingly enters into the ritual to sacrifice itself in becoming a wood woad, the result is the birth of a grove keeper. This creature functions similarly as a normal wood woad, except that it also has the ability to cast druid spells to help achieve its goal of protecting the woodlands and the creatures that live in it.

WOOD WOAD GROVE KEEPER

Medium Plant, Typically Lawful Neutral

Armor Class 18 (natural armor, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	11 (+0)

Skills Athletics +7, Perception +6, Stealth +4
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 16
Languages Sylvan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If it takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

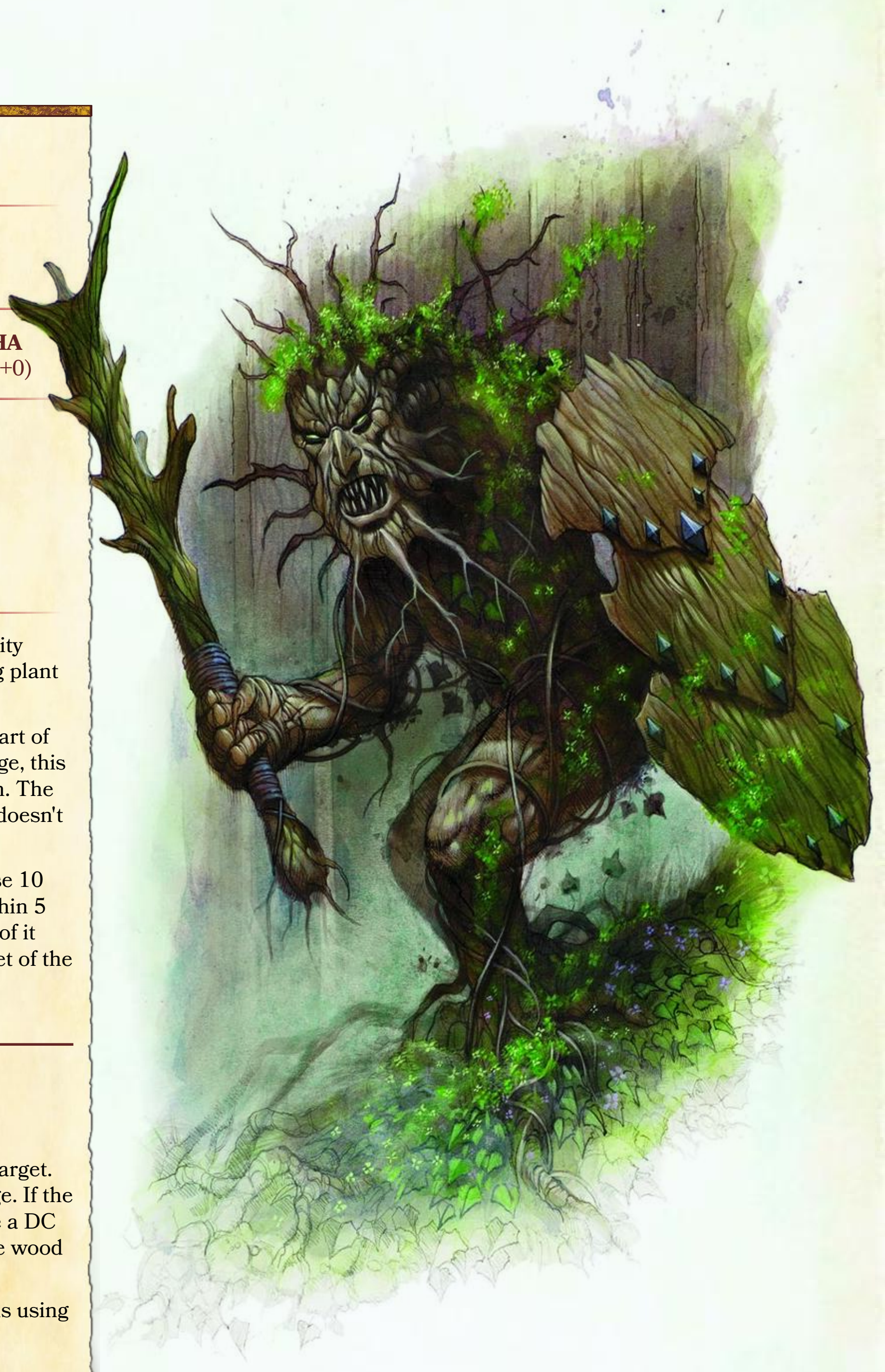
Multiattack. The wood woad makes two Club attacks.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) force damage.

Briar Lash. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 9 (2d8) poison damage. If the target is a Large or smaller creature, the creature must make a DC 14 Strength saving throw or be restrained until the end of the wood woad's next turn.

Spellcasting. The wood woad casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):

At will: *druidcraft, mold earth, resistance*
2/day each: *entangle, erupting earth, moonbeam*
1/day each: *plant growth, wither and bloom*



WOOD WOAD GROVE WARDEN

A grove warden was created from the sacrifice made by an elf paladin that swore an Oath of the Ancients. The creature has retained its former life's paladin abilities which it now uses to help protect its woodland territory.

WOOD WOAD GROVE WARDEN

Medium Plant, Typically Lawful Neutral

Armor Class 18 (natural armor, shield)
Hit Points 136 (16d8 + 64)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	15 (+2)

Skills Athletics +9, Perception +5, Stealth +5
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If it takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. The wood woad makes three Club attacks.

Club. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) force damage.

Spellcasting. The wood woad casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

1/day each: *aid, cure wounds, dispel magic, plant growth, protection from energy, speak with animals*

BONUS ACTIONS

Smite. Immediately after the wood woad hits a target with an attack roll, the wood woad deals an extra plus 9 (2d8) poison damage. If the target is a Large or smaller creature, the creature must make a DC 14 Strength saving throw or be restrained until the end of the wood woad's next turn.

WOOD WOAD SENTINEL

The wood woad sentinel was born from the heart of a former knight, resulting in a wood woad that is skilled in protecting and defending its ward.

WOOD WOAD SENTINEL

Medium Plant, Typically Lawful Neutral

Armor Class 18 (natural armor, shield)
Hit Points 119 (14d8 + 56)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	9 (-1)

Skills Athletics +8, Perception +7, Stealth +4
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 17
Languages Sylvan
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If it takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Threatening. Creatures provoke an opportunity attack from the wood woad when they move 5 feet or more while within the wood woad's reach, and if the wood woad hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. The wood woad makes three Club attacks.

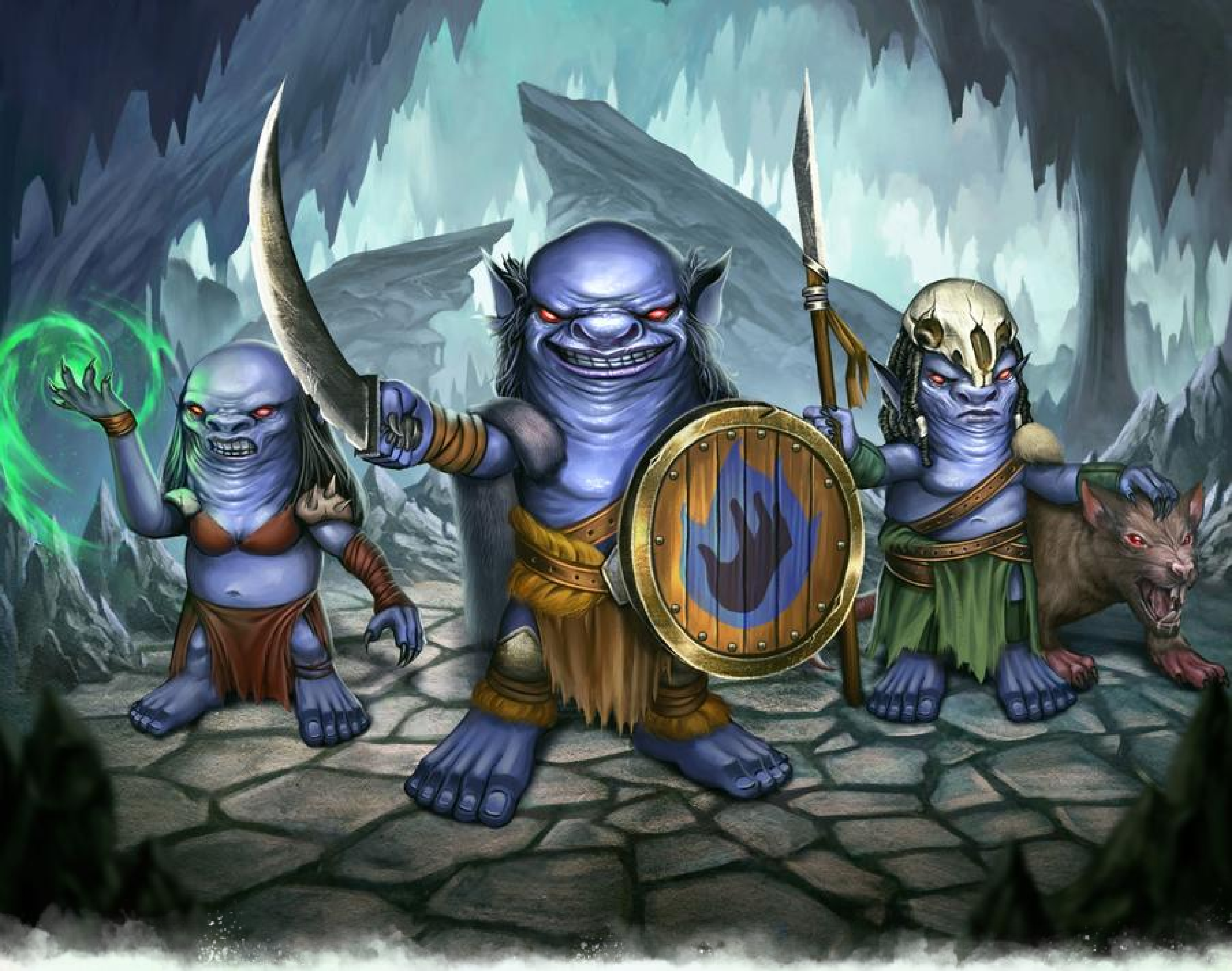
Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) force damage, and the target is marked until the end of the wood woad's next turn. This effect ends early if the wood woad is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the wood woad, a creature marked by the wood woad has disadvantage on any attack roll that doesn't target the wood woad.

BONUS ACTIONS

Punish the Marked. The wood woad can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the wood woad during the last turn. The wood woad's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.

REACTIONS

Parry. The wood woad adds 2 to its AC against one melee attack that would hit it. To do so, the wood woad must see the attacker and be wielding a melee weapon.



Xvarts

Xvart Cutthroat

Cutthroats are vicious, opportunistic thugs that serve the will of Raxivort. These xvarts use stealth and strength in numbers to overwhelm their targets.

Xvart Shaman of Raxivort

The shaman of Raxivort is a devout worshiper of the Lord of Xvartkind. The shaman is granted druidic spells and abilities by the xvart god, making it a natural leader of small xvart tribes. In larger tribes, the xvart shaman serves as an adviser to the tribe speaker.

Xvart Speaker

The cunning xvart speaker serves as the tribe's chieftain. It spends most of its time scheming, conniving, and obsessing with hoarding valuable treasure. It trusts no one, not even its advisers, and for good reason. Xvarts by nature are so greedy they can't stop themselves from scheming and finding opportunities to usurp their leader and steal.

In combat, the speaker is normally the most formidable warrior of its kind, wields a scimitar laced with poison, and uses every advantage it can find, to the point of overpreparing, to maximize success.

Xvart Verminlord

While rats and bats are naturally attracted to xvarts, they become fanatical followers to an xvart verminlord. This xvart has a supernatural affinity with the vermin, and are able to summon them and command them to do its bidding, even if it would mean risking their lives. The verminlord normally rides a giant rat or bat as a mount.

XVART CUTTHROAT

Small Monstrosity, Typically Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +6
Senses darkvision 30 ft., passive Perception 8
Languages Abyssal
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Sneak Attack (1/Turn). The xvart deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the xvart that isn't incapacitated and the xvart doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If at least one of the xvart's allies is within 5 feet of the target, the xvart can push the target 5 feet if the target is a Medium or smaller creature.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

BONUS ACTIONS

Low Cunning. The xvart takes the Disengage action.

XVART SHAMAN OF RAXIVORT

Small Monstrosity, Chaotic Evil

Armor Class 14 (hide armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4
Senses darkvision 30 ft., passive Perception 14
Languages Abyssal
Challenge 2 (450 XP) **Proficiency Bonus** +2

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

Multiattack. The xvart makes two Shortsword attacks or uses Toxic Bolt twice.

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If at least one of the xvart's allies is within 5 feet of the target, the xvart can push the target 5 feet if the target is a Medium or smaller creature.

Toxic Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) poison damage, and the target is poisoned until the end of the xvart's next turn.

Spellcasting. The xvart casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *druidcraft, poison spray, thorn whip*
2/day each: *earth tremor, hold person*
1/day each: *conjure animals* (bats and rats only), *erupting earth, spike growth*

BONUS ACTIONS

Change Shape (Recharges after a Short or Long Rest). The xvart magically polymorphs into a **giant bat** (*MM, pg. 323*) or **dire rat** (*Monster Manual Expanded, pg. 299*), remaining in that form for up to 1 hour, or it can revert to its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Low Cunning. The xvart takes the Disengage action.

XVART SPEAKER

Small Monstrosity, Typically Chaotic Evil

Armor Class 16 (studded leather)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +8
Senses darkvision 30 ft., passive Perception 13
Languages Abyssal, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

Multiattack. The xvart makes three Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) poison damage. If at least one of the xvart's allies is within 5 feet of the target, the xvart can push the target 5 feet if the target is a Medium or smaller creature. After the target is pushed, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Kick Them While They're Down. The xvart chooses up to four allies it can see within 30 feet of it that is 5 feet from a prone enemy. If the ally can see and hear the xvart, the ally can use its reaction to make one weapon attack against the prone enemy.

BONUS ACTIONS

Low Cunning. The xvart takes the Disengage action.

XVART SUPREME SPEAKER

Small Monstrosity, Typically Chaotic Evil

Armor Class 16 (studded leather)
Hit Points 91 (14d6 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +10
Senses darkvision 30 ft., passive Perception 14
Languages Abyssal, Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Legendary Resistance (1/Day). If the xvart fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The xvart makes three Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) poison damage. If at least one of the xvart's allies is within 5 feet of the target, the xvart can push the target 5 feet if the target is a Medium or smaller creature. After the target is pushed, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Sling. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) force damage.

Kick Them While They're Down. The xvart chooses up to four allies it can see within 30 feet of it that is 5 feet from a prone enemy. If the ally can see and hear the xvart, the ally can use its reaction to make one weapon attack against the prone enemy.

BONUS ACTIONS

Low Cunning. The xvart takes the Disengage action.

LEGENDARY ACTIONS

The xvart can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The xvart regains spent legendary actions at the start of its turn.

Charge. The xvart moves up to its speed.

Scimitar (Costs 2 Actions). The xvart makes a Scimitar attack.

Command Rush (Costs 3 Actions). Each ally within 30 feet of the xvart moves up to their speed without provoking opportunity attacks.

XVART VERMINLORD

Small Monstrosity, Typically Chaotic Evil

Armor Class 15 (hide armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Animal Handling + 5, Stealth +5
Senses darkvision 30 ft., passive Perception 11
Languages Abyssal
Challenge 2 (450 XP) **Proficiency Bonus** +2

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

Multiattack. The xvart makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack. If at least one of the xvart's allies is within 5 feet of the target, the xvart can push the target 5 feet if the target is a Medium or smaller creature.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Net (Recharges after a Short or Long Rest). *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller target. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 15 Strength check, escaping from the net on a success. The effect ends if the net is destroyed. The net has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Maneuver Vermin (Recharge 5–6). Up to three allied beasts (bat and rat types only) within 30 feet of the xvart that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Summon Vermin (Recharges after a Short or Long Rest). The xvart summons 3d6 **rats** or **bats**, 1d4 **giant rats**, 1d2 **giant bats** (all appear in the *Monster Manual*), or 1d2 **dire rats** (*Monster Manual Expanded, pg. 299).* The vermin appear in unoccupied spaces within 30 feet of the xvart and acts as its allies. The vermin act right after the xvart on the same initiative count and fight until they're destroyed. They disappear when the xvart dies.

BONUS ACTIONS

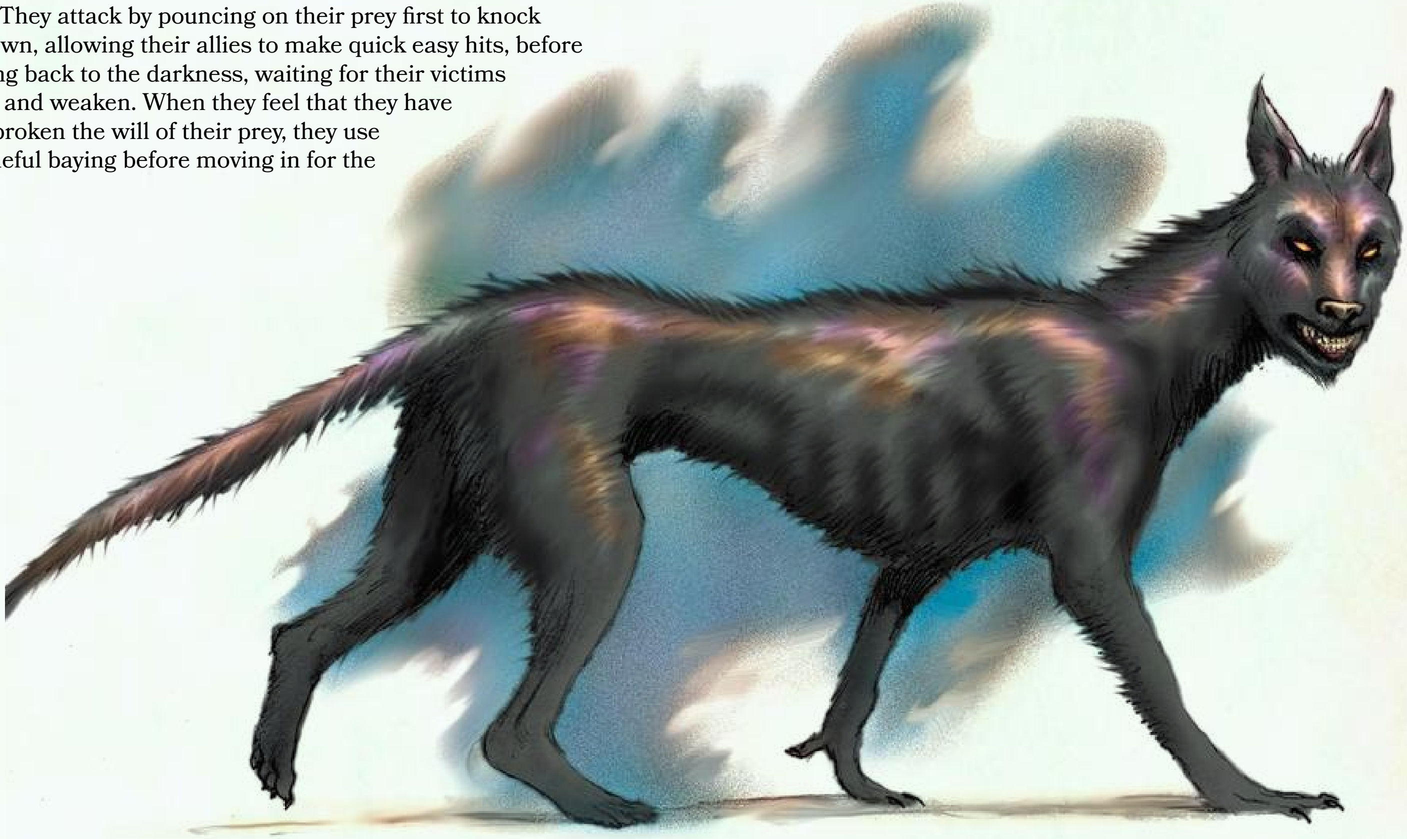
Command Vermin. The xvart targets one allied beast (bat and rat types only) it can see within 30 feet of it. If the target can see or hear the xvart, the target can use its reaction to move up to half their speed and make one melee attack.

Low Cunning. The xvart takes the Disengage action.

YETH HOUND

YETH HOUND ALPHA

Yeth hound alphas lead their packs in hunting and tracking prey. They employ hit and run tactics against bigger and stronger targets. They attack by pouncing on their prey first to knock them down, allowing their allies to make quick easy hits, before retreating back to the darkness, waiting for their victims to bleed and weaken. When they feel that they have almost broken the will of their prey, they use their baleful baying before moving in for the kill.



YETH HOUND ALPHA

Large Fey, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +5, Stealth +10, Survival +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 15
Languages understands Common, Elvish, and Sylvan but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Leader. The yeth hound's allies have advantage on attack rolls while within 20 feet of the yeth hound, provided it isn't incapacitated.

Pounce. If the yeth hound moves at least 30 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

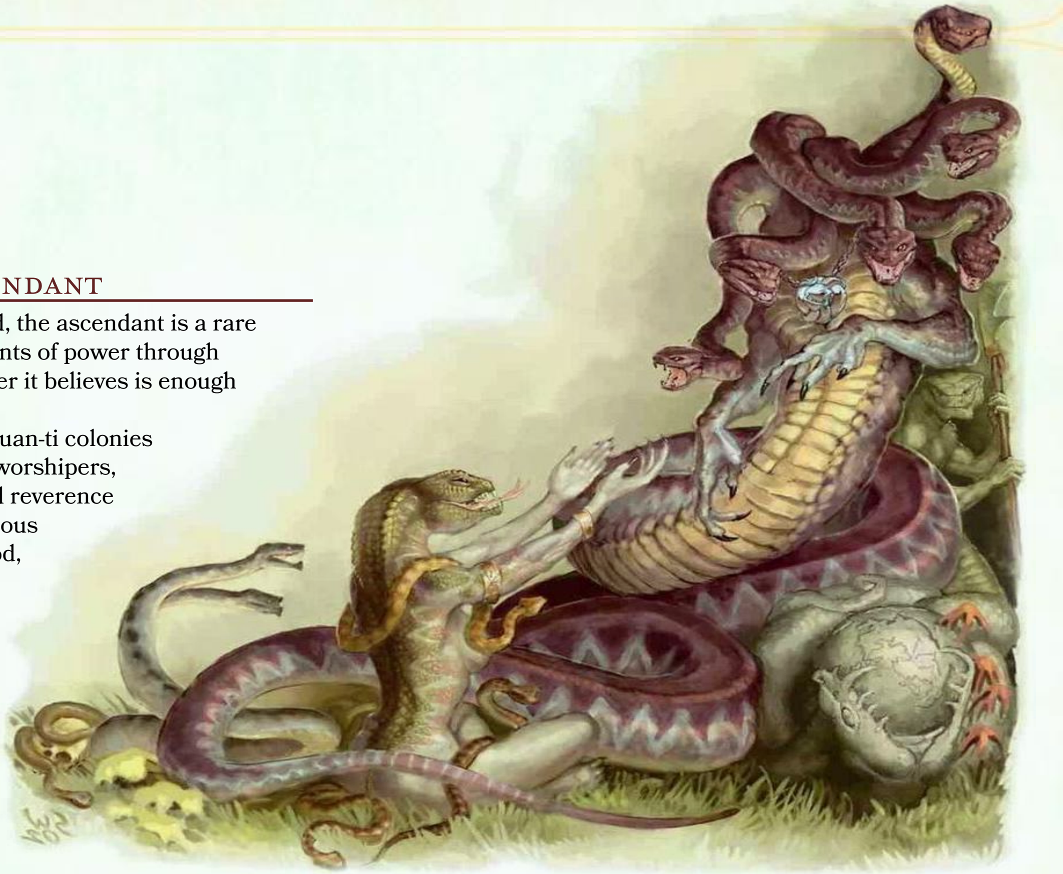
Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Bite. ***Melee*** Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, plus 17 (5d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

YUAN-TI



YUAN-TI ANATHEMA ASCENDANT

The most powerful of its twisted kind, the ascendant is a rare anathema that has gained vast amounts of power through sacrifices, rituals, and combat – power it believes is enough for it to be a demigod.

While most anathema live outside yuan-ti colonies and are only sought out by fanatical worshipers, ascendants are welcomed in fear and reverence as a leader and as a deity. These devious beings are still on the path to godhood, and will not hesitate to use its worshipers as fodder in battle or as sacrifices in its rituals.

YUAN-TI ANATHEMA ASCENDANT

Huge Monstrosity, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	20 (+5)	18 (+4)	21 (+5)

Skills Perception +10, History +11, Stealth +8
Damage Resistances acid, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20
Languages Abyssal, Common, Draconic
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (2/Day). If the anathema fails a saving throw, it can choose to succeed instead.

Magic Resistance. The anathema has advantage on saving throws against spells and other magical effects.

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 19 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack (Anathema Form Only). The anathema makes two Claw attacks and one Flurry of Bites attack. It can use Constrict in place of Flurry of Bites.

Claw (Anathema Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Flurry of Bites (Anathema Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 28 (6d6 + 7) piercing damage plus 14 (4d6) poison damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and takes 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Spellcasting (Anathema Form Only). The anathema casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *animal friendship* (snakes only)
3/day each: *darkness, entangle, fear, haste, polymorph, suggestion*
1/day: *Abi-Dalzim's horrid wilting, unholy aura* (see Appendix C. New Spells)

BONUS ACTIONS

Battle Command. The anathema targets one ally it can see within 30 feet of it. If the target can see or hear the anathema, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Change Shape. The anathema transforms into a Huge constrictor snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

LEGENDARY ACTIONS

The anathema can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The anathema regains spent legendary actions at the start of its turn.

Claw. The anathema makes a Claw attack.
Constrict (Costs 2 Actions). The anathema makes a Constrict attack.
Cast a Spell (Costs 3 Actions). The anathema uses Spellcasting.

Yuan-ti Arcane Archer

Arcane archers are yuan-ti that have learned to imbue their ranged weapons with magic, after extracting it from tortured elven prisoners. They enhance their arrows with arcane force and shadow powers to pummel and blind enemies in battle.

Yuan-ti Ignan

An ignan is a rare fire-based subtype of yuan-ti that can be found in hot climates and volcanoes.

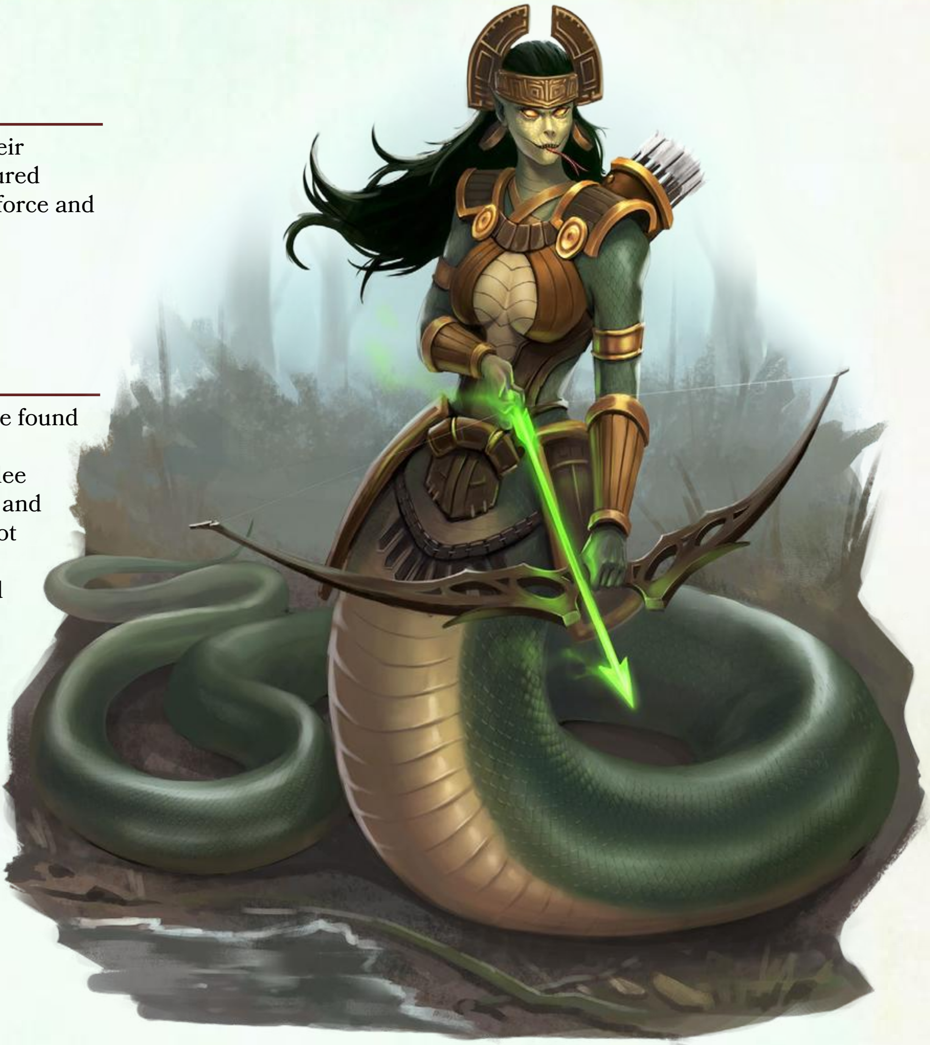
In combat, the brutish ignan prefers to fight with its melee attacks, gleefully crushing enemies with its mace, horns, and constricting tail. But when outnumbered, an ignan will not hesitate to use its fireball spell.

The yuan-ti often use ignan as guardians in temples and treasure vaults.

Yuan-ti Mageslayer

Yuan-ti mageslayers are trained to fight and counter enemy spellcasters. They can anticipate and read spellcaster actions, such as somatic movement, and can strike them to break their concentration.

A yuan-ti war party or set of guards will always have at least one mageslayer with them.



Yuan-ti Arcane Archer

Medium Monstrosity, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills Deception +5, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Magic Ranged Weapons. The yuan-ti's ranged weapon attacks are magical.

Actions

Multiattack. The yuan-ti makes three ranged attacks or two melee attacks, but can Bite or Constrict only once.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Spellcasting. The yuan-ti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

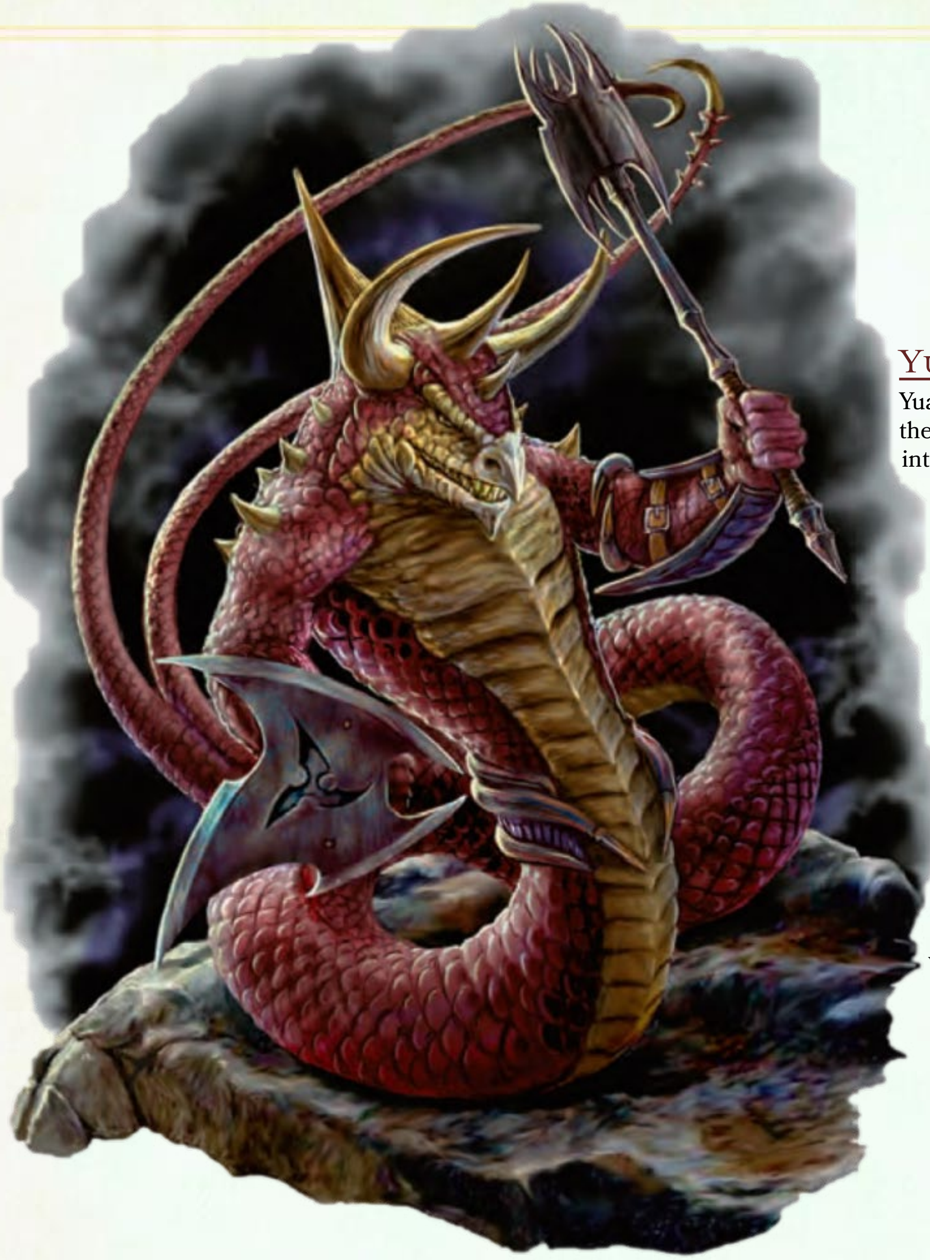
At will: *animal friendship* (snakes only), *druidcraft*
3/day: *suggestion*

Bonus Actions

Arcane Shot (3/Day). When the yuan-ti hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. *Bursting Arrow.* The target and all other creatures within 10 feet of it take an extra 10 (3d6) force damage each.
2. *Shadow Arrow.* If the target is a creature, it takes an extra 10 (3d6) psychic damage and the creature must succeed on a DC 13 Wisdom saving throw or be unable to see anything farther than 5 feet away for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The yuan-ti transforms into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.



YUAN-TI SPY

Yuan-ti spies take the form of their enemies and entrench themselves within enemy territory. Aside from gathering intel, they are sometimes employed to assassinate key targets. In such missions, they always employ poison, sneaking it in the food and drink that the target will ingest.

They always avoid combat, and will only fight if escape is not an option.

YUAN-TI TEMPLAR

Templars are the unholy warrior priests of Sseth. These armored yuan-ti carry a morning star and a long bow into battle, while wielding divine spells to tip the battle in their favor. Able melee combatants, templars can rush in to battle with an incredibly accurate guided strike – which it often uses against heavily armored or very agile opponents.

YUAN-TI IGNAN

Large Monstrosity, Typically Chaotic Evil

Armor Class 16 (natural armor, shield)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	16 (+3)

Skills Athletics +7, Stealth +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge. If the yuan-ti moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 10 (3d6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes three attacks, but can use its Gore and Constrict attacks only once each. Alternatively, it can use Hurl Flame twice.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 3 (1d6) fire damage.

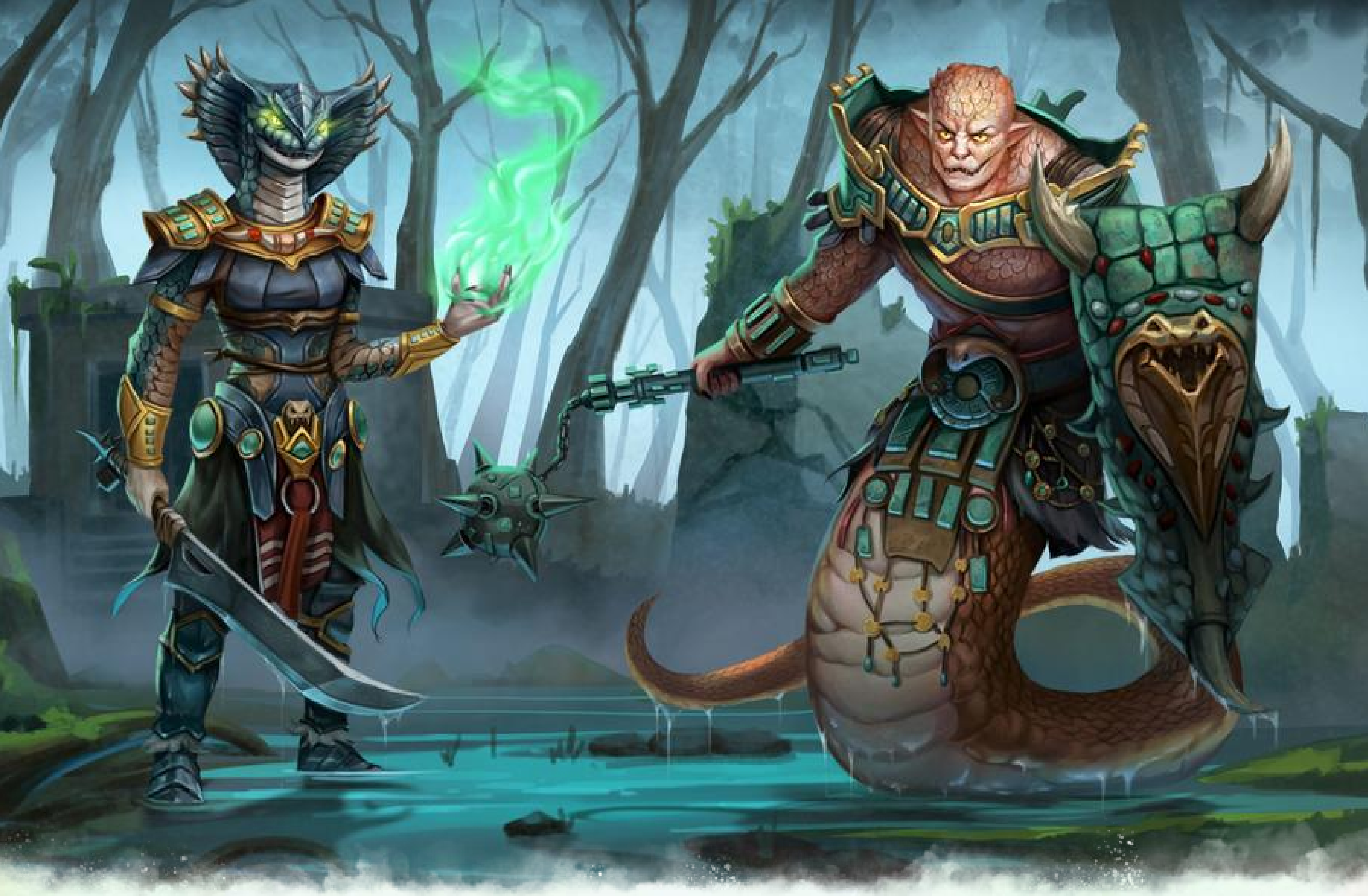
Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target *Hit:* 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Hurl Flame. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Spellcasting. The yuan-ti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *animal friendship* (snakes only)
3/day: *burning hands* (4d6)
1/day each: *fireball, wall of fire*



YUAN-TI MAGESLAYER

Medium Monstrosity, Typically Neutral Evil

Armor Class 14 (studded leather)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	17 (+3)

Skills Arcana +5, Deception +6, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes two ranged attacks or two melee attacks, but can Bite only once.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Noxious Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (2d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be incapacitated and its speed halved until the end of the yuan-ti's next turn.

Spellcasting. The yuan-ti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14)

At will: *animal friendship* (snakes only), *mage hand, minor illusion, true strike*
3/day: *suggestion*
1/day each: *detect magic, dispel magic, see invisibility*

BONUS ACTIONS

Change Shape. The yuan-ti transforms into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

REACTIONS

Mage Strike. When a creature within 5 feet of the yuan-ti casts a spell, the yuan-ti can make a melee weapon attack against that creature.

Negate Spell (Recharge 4–6). The yuan-ti tries to interrupt a spell it sees a creature casting within 60 feet of it. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the yuan-ti makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

YUAN-TI SPY

Medium Humanoid, Typically Neutral Evil

Armor Class 14 (leather armor)
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +6, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). The yuan-ti deals an extra 7 (2d6) damage when the yuan-ti hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the yuan-ti that isn't incapacitated and the yuan-ti doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The yuan-ti makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Spellcasting. The yuan-ti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *animal friendship* (snakes only)
3/day: *suggestion*

BONUS ACTIONS

Cunning Action. The yuan-ti takes the Dash, Disengage, or Hide action.

YUAN-TI TEMPLAR

Medium Monstrosity, Typically Neutral Evil

Armor Class 16 (natural armor, shield)
Hit Points 93 (17d8 + 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	16 (+3)

Skills Deception +6, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack (Yuan-Ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can Bite or Constrict only once. Alternatively, it can make one melee attack and use Spellcasting.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit: 5* (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Spellcasting. The yuan-ti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

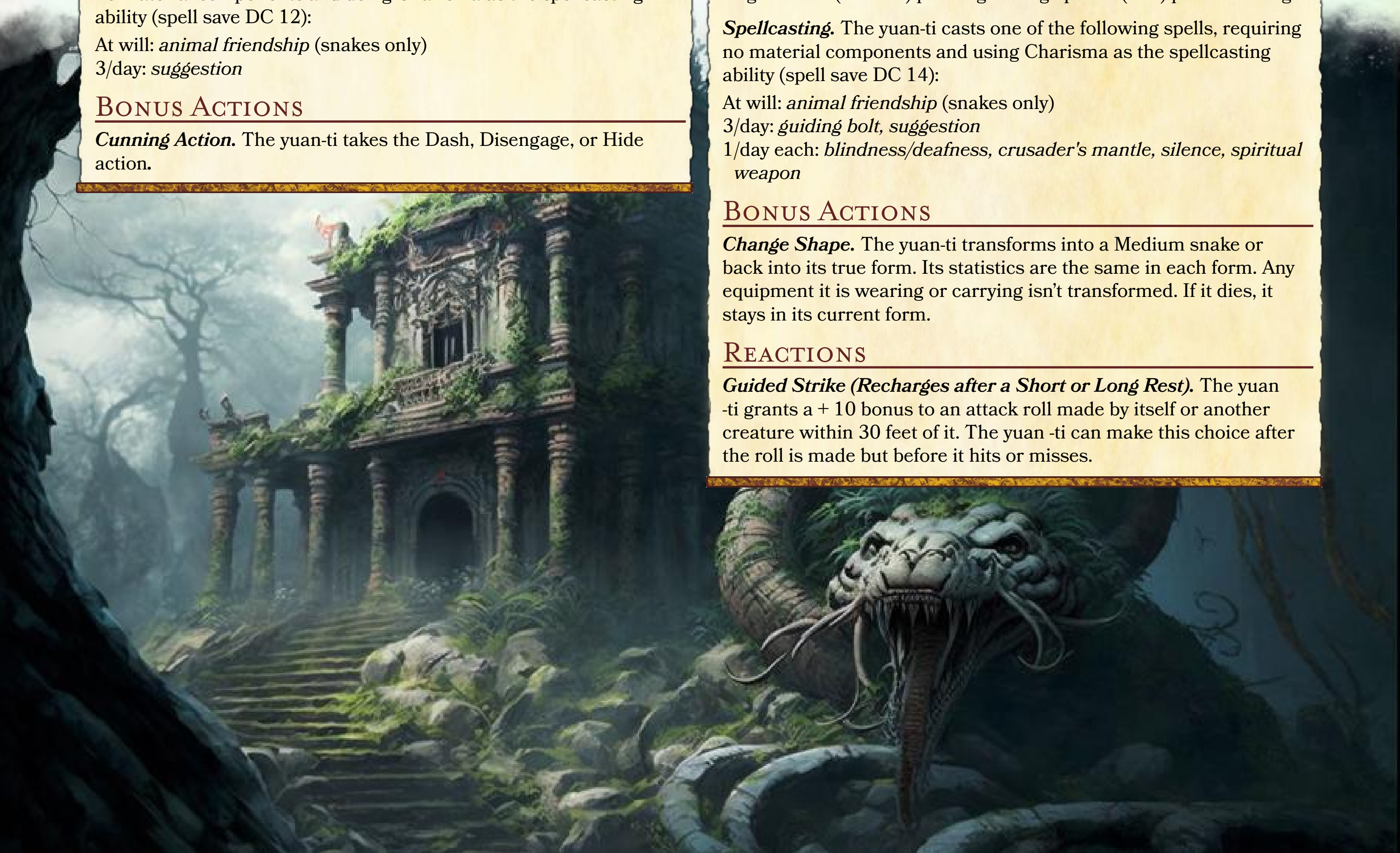
At will: *animal friendship* (snakes only)
3/day: *guiding bolt, suggestion*
1/day each: *blindness/deafness, crusader's mantle, silence, spiritual weapon*

BONUS ACTIONS

Change Shape. The yuan-ti transforms into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The yuan -ti grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. The yuan -ti can make this choice after the roll is made but before it hits or misses.



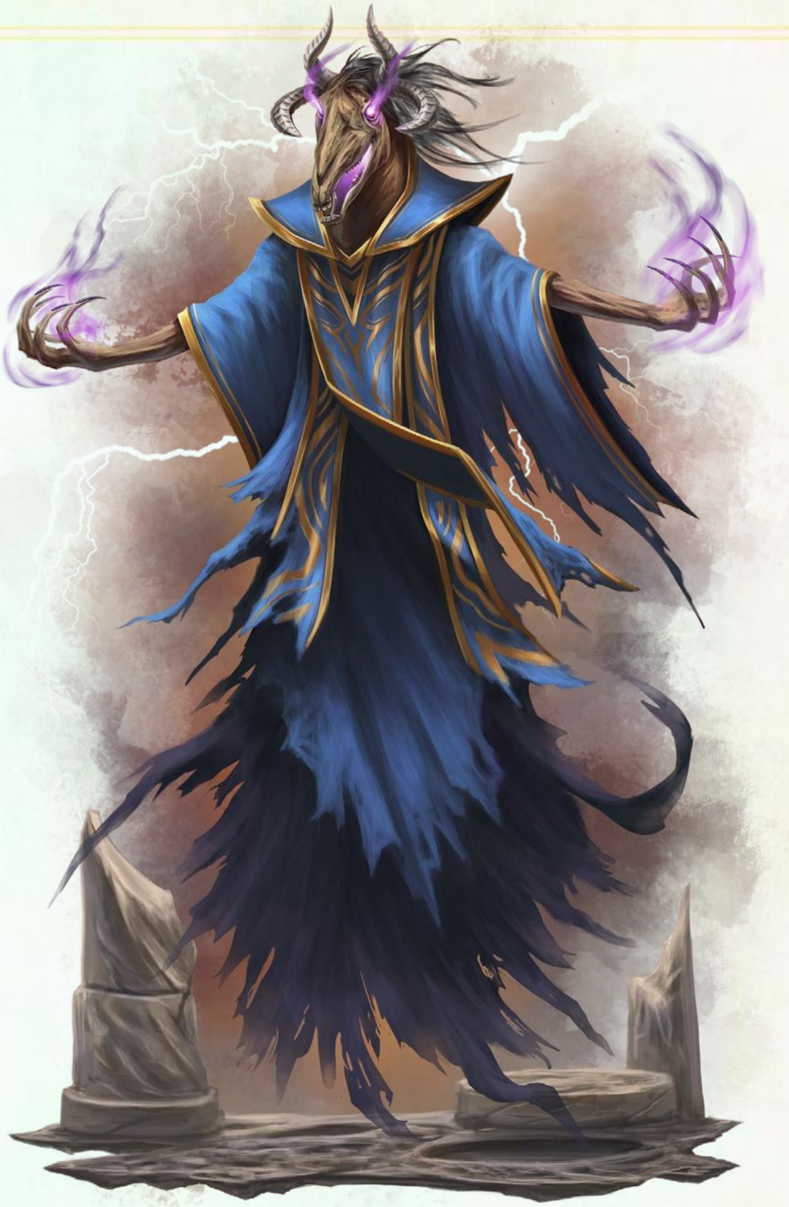
YUGOLOTHS

BAERNOLOTH

This horrid and lanky creature stands 9-foot tall and weighs about 500 pounds. Its gaunt oversized head looks like that of a horse's skull, with thin skin barely covering it. Necrotic ooze drips from its foul maw. Disgusting warts and pus-filled sores riddle its leathery hide. Its gangly limbs end in terrible claws that can rip flesh like knife through butter.

Reclusive Lords. It is said that the baernoloths were the first yugoloths, or were the creators of the yugoloths. Whether that is true or not, the baernoloth all but vanished, leaving the ultroloths in charge. The baernoloths went to the Gray Waste, and now live as reclusive hermits in well-guarded towers. They no longer interact with other yugoloths, except for ultroloths, who pay tribute to them, in return for the baernoloth's wisdom and guidance. Ultroloths may command armies of yugoloths, but it is the baernoloths that secretly provide direction to the ultroloths.

Collector of Secrets. Not unlike arcanoloths, baernoloths collect secret lores and answers to mysteries that they can use for their own ends. They also appear to know more about other fiends; in particular, their strengths and weaknesses that they can exploit. It is often for this reason that ultroloths seek them out.



BAERNOLOTH

Large Fiend (Yugoloth), Typically Neutral Evil

Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	20 (+5)	17 (+3)	21 (+5)

Skills Arcana +11, Deception +11, Insight +9, Perception +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non magical weapons
Damage Immunities acid, poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the baernoloth fails a saving throw, it can choose to succeed instead.

Magic Resistance. The baernoloth has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The baernoloth makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage plus 7 (2d6) necrotic damage and the baernoloth targets one visible creature within 60 feet of it. The target must succeed on a DC 19 Wisdom saving throw or take psychic damage equal to the Bite attack damage dealt.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) force damage and the baernoloth targets one visible creature within 60 feet of it. The target must succeed on a DC 19 Wisdom saving throw or take psychic damage equal to the Claw attack damage dealt.

Teleport. The baernoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Pain and Anguish (Recharge 6). Each visible creature of the baernoloth's choice within 60 feet of the baernoloth must succeed on a DC 19 Wisdom saving throw. On a failed save, a creature takes 36 (8d8) psychic damage and is incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't incapacitated.

Spellcasting. The baernoloth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):
At will: *alter self, detect thoughts, invisibility* (self only), *suggestion*
2/day each: *cloudkill, dispel magic, fear, synaptic static*
1/day each: *power word pain, symbol* (as an action)*, weird*

LEGENDARY ACTIONS

The baernoloth can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The baernoloth regains spent legendary actions at the start of its turn.

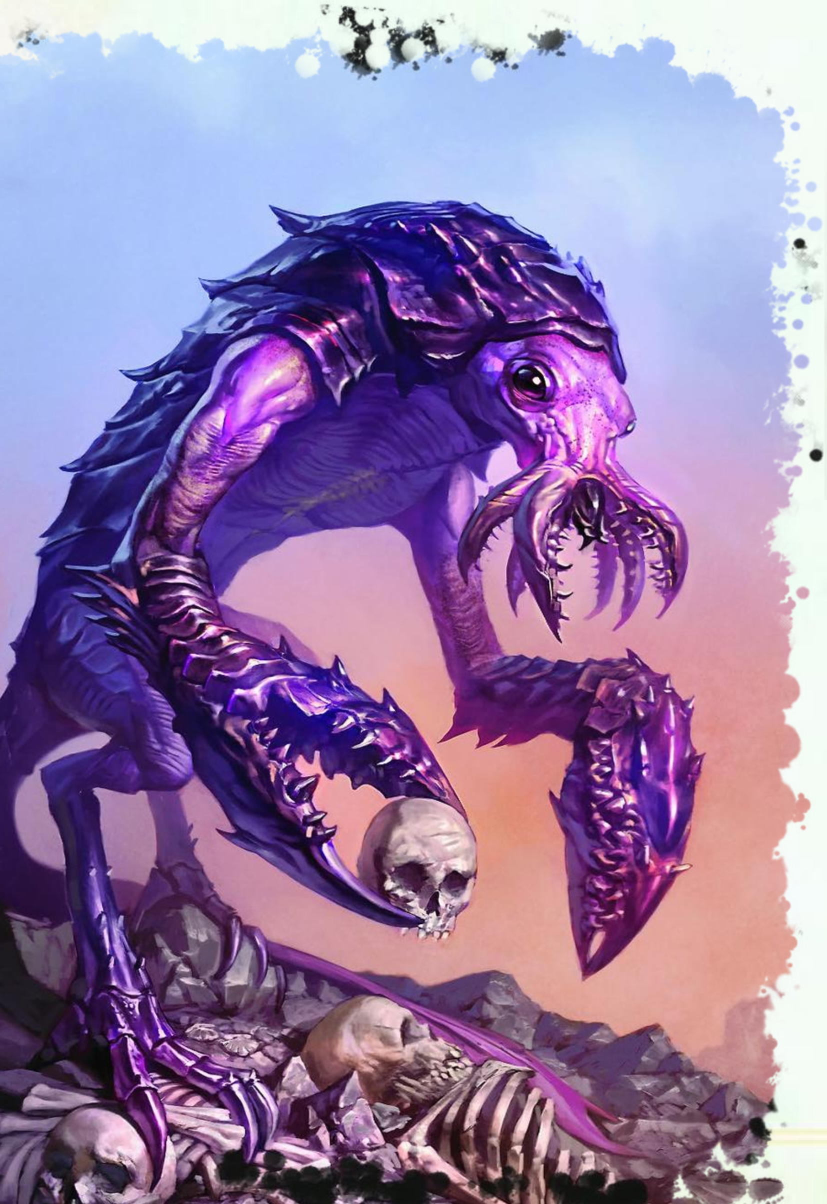
Claw. The baernoloth makes a Claw attack.
Teleport (Costs 2 Actions). The baernoloth uses Teleport.
Cast a Spell (Costs 3 Actions). The baernoloth uses Spellcasting.

PISCOLOTH

At first glance, the piscoloth resembles a 6-foot-tall humanoid crustacean. It has the tough, chitinous body of a lobster, muscular arms that end in large crab-like pincers, fish-like tails, and legs that end in talons. Its head is similar to that of a cuttlefish, with bulging eyes and short tentacles writhing from its maw. A piscoloth's shell and skin range from crimson, dark purple, maroon, and orange-red.

Cruel Sycophants. A piscoloth is a brutal and despicable bully who serves as the captain or sergeant of the yugoloth armies. Sadistic and slavering, it torments those underneath its station and fawns over its masters. A piscoloth is also opportunistic and ambitious, quick to betray its rivals or sacrifice its underlings if it would further its position.

Vision of Madness. A piscoloth avoids melee combat whenever it can, preferring to let its minions engage while it attacks from a safe distance using its Vision of Madness, a psychic attack that renders a target bewildered. If a mark has been suitably weakened or recognizes a victim as not a threat, it closes in on it and tries to snare it with its pincers. Once the piscoloth has a creature trapped, it attacks the victim's head with its venomous tentacles.



PISCOLOTH

Medium Fiend (Yugoloth), Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	14 (+2)

Skills Intimidation +5, Perception +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The piscoloth can breathe air and water.

Magic Resistance. The piscoloth has advantage on saving throws against spells and other magical effects.

ACTIONS

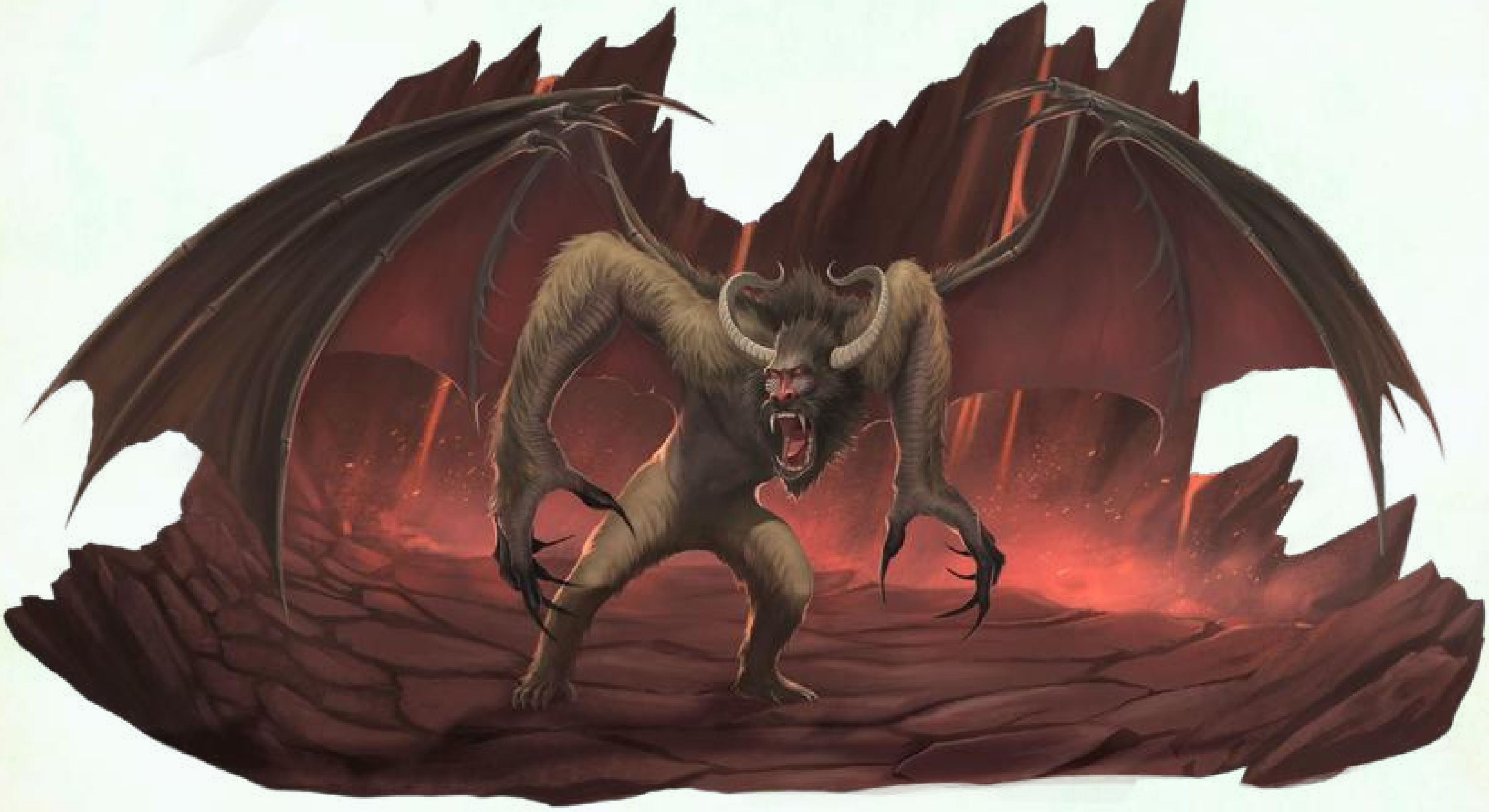
Multiattack. The piscoloth uses Vision of Madness. It then makes two Pincer attacks. If the piscoloth is grappling a creature, the piscoloth can also use its Tentacles once.

Pincer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the piscoloth doesn't have two other creatures grappled.

Tentacles. One creature grappled by the piscoloth must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed and takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vision of Madness. The piscoloth targets one creature it can see within 60 feet of it. The creature must succeed on a DC 13 Wisdom saving throw. On a failed save, the creature takes 12 (3d6 + 2) psychic damage and it suffers the effect of the *confusion* spell without making a saving throw. The effect lasts for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YUGOLOTHS, GUARDIAN



GUARDIAN YUGULOTHS

Guardian yugoloths, also known as daemons, are mercenary yugoloths that specialize in defense and protection. They have unnaturally alert senses and are quick to punish any who may attack their wards. They are normally hired by other fiends as bodyguards or guards, but they can also be summoned by evil priests and wizards who are in need of their services.

Guardian yugoloths come in different forms and appearances, but the three most common ones are featured in here: the gorsuloth, ranaeloth, and the ursaloth.

GORSULOTH

The gorsuloth resembles a 7-foot-tall baboon-like demon. It has curving horns on the sides of its forehead, a fanged maw, long forearms that end in oversized claws, and bat-like wings stretching from its back.

The gorsuloth can leap to close the distance between enemies and can exhale deadly, noxious vapors that can also incapacitate those unfortunate enough to be caught in it.

GORSULOTH

Medium Fiend (Yugoloth), Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	7 (-2)	15 (+2)	9 (-1)

Skills Athletics +7, Perception +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Alert. The gorsuloth has advantage on Initiative rolls and Wisdom (Perception) checks and can't be surprised while it is conscious.

Magic Resistance. The gorsuloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The gorsuloth's weapon attacks are magical.

ACTIONS

Multiattack. The gorsuloth makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit: 7* (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Baleful Breath (Recharge 5–6). The gorsuloth exhales pestilent gas in a 20-foot cube. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, a creature takes 24 (7d6) necrotic damage and is incapacitated until the end of the gorsuloth's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated.

REACTIONS

Guardian Strike: If an enemy within 5 feet of the gorsuloth attacks a target other than the gorsuloth, that enemy provokes an opportunity attack from the gorsuloth.

RANAELOTH

Medium Fiend (Yugoloth), Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Skills Athletics +5, Perception +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Alert. The ranaeloth has advantage on Initiative rolls and Wisdom (Perception) checks and can't be surprised while it is conscious.

Amphibious. The ranaeloth can breathe air and water.

Magic Resistance. The ranaeloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ranaeloth's weapon attacks are magical.

Standing Leap. The ranaeloth's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The ranaeloth makes one Bite or Tongue attack and one Claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the ranaeloth can't use its Bite attack or Tongue attack on another target.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 10 (3d6) poison damage, and the target must make a DC 13 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the ranaeloth, which can use a bonus action to make a Bite attack against the target.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Poison Breath (Recharge 5–6). The ranaeloth exhales poisonous gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much on a successful one.

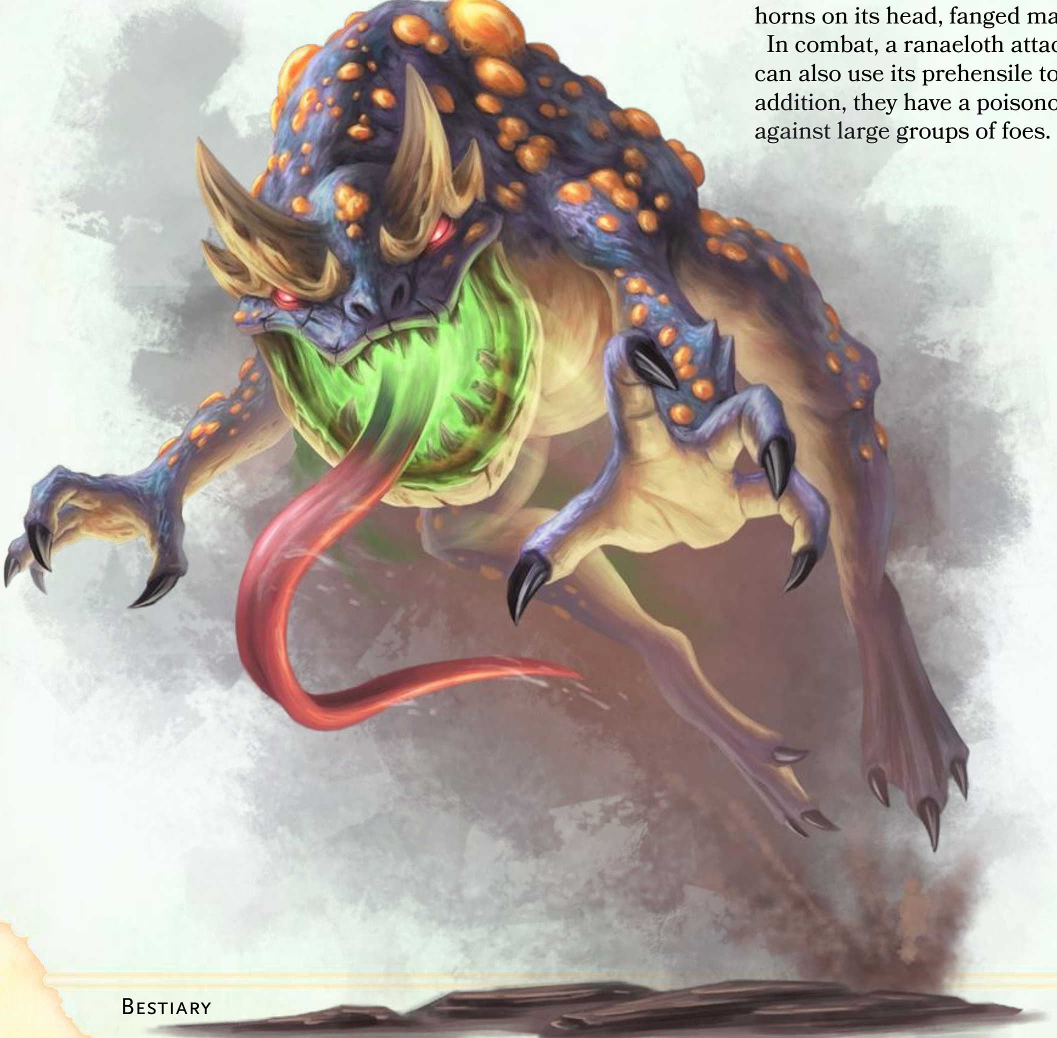
REACTIONS

Guardian Strike: If an enemy within 5 feet of the ranaeloth attacks a target other than the ranaeloth, that enemy provokes an opportunity attack from the ranaeloth.

RANAELOTH

A ranaeloth is the least powerful of its kind. It resembles a spindly, 7-foot tall upright frog with warty greenish-brown leathery hide, horns on its head, fanged maw, and clawed limbs.

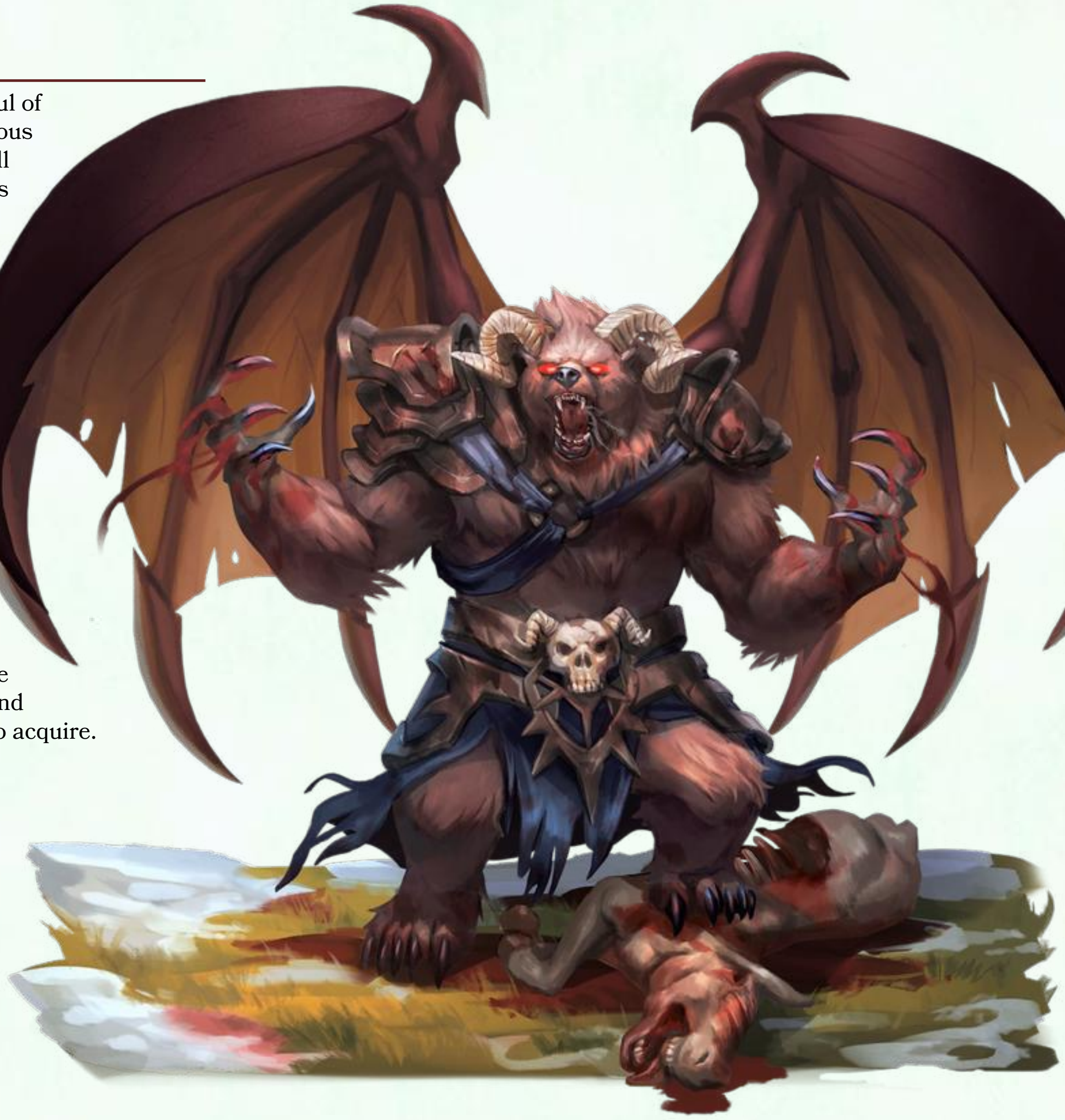
In combat, a ranaeloth attacks with bites and sharp claws and can also use its prehensile tongue to grab and reel foes in. In addition, they have a poisonous breath weapon which it uses against large groups of foes.



URSALOTH

Ursaloths are the most powerful of guardian yugoloths. These vicious yugoloths look like a 12-foot tall bipedal bear with bat-like wings sprouting from their backs and terrible eagle-like talons for hands.

In combat, they prefer to tear their opponents to shreds with their bites and talons. If facing challenging opponents, they can use their devastating fire breath. In addition to these abilities, they are able to employ spells that can snuff light, confuse opponents, and dispel enemy magic. This kind of versatility and power makes the ursaloths highly sought after, and are very expensive guardians to acquire.



URSALOTH

Large Fiend (Yugoloth), Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	7 (-2)	16 (+3)	15 (+2)

Skills Athletics +8, Perception +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Alert. The ursaloth has advantage on Initiative rolls and Wisdom (Perception) checks and can't be surprised while it is conscious.

Magic Resistance. The ursaloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ursaloth's weapon attacks are magical.

ACTIONS

Multiattack. The ursaloth makes one Bite attack and two Talon attacks. If both Talon attacks hit a Large or smaller target, the target must succeed on a DC 15 Strength saving throw or take an extra 12 (2d6 + 5) slashing damage and be knocked prone.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fire Breath (Recharge 5–6). The ursaloth exhales fire in a 30-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The ursaloth casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *darkness, suggestion*
2/day: *dispel magic*

REACTIONS

Guardian Strike: If an enemy within 5 feet of the ursaloth attacks a target other than the ursaloth, that enemy provokes an opportunity attack from the ursaloth.

ZOMBIES

Presented in this section are various zombie types of standard creatures.

BUGBEAR ZOMBIE

Medium Undead, Typically Neutral Evil

Armor Class 11 (hide armor)
Hit Points 32 (5d8 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Goblin but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

REACTIONS

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Bullywug Zombie

Medium Undead, Typically Neutral Evil

Armor Class 11 (hide armor)
Hit Points 13 (2d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	3 (-4)	6 (-2)	3 (-4)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Bullywug but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Reactions

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Carrion Crawler Zombie

Large Undead, Typically Neutral Evil

Armor Class 10 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	18 (+4)	1 (-5)	8 (-1)	1 (-5)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Smell. The zombie has advantage on Wisdom (Perception) checks that rely on smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Spider Climb. The zombie can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed.

The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Reactions

Sudden Lunge. If an enemy moves within 15 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 10 feet of the target, the zombie can make one attack at it with its Tentacles.

Chimera Zombie

Large Undead, Typically Neutral Evil

Armor Class 12 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	21 (+5)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Wis +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Three-Headed. The zombie has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Multiattack. The zombie makes one Bite or Horns attack, and one Claws attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Horns. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+ 5) slashing damage.

Baleful Breath (Recharge 5–6). The zombie exhales pestilent gas in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

CYCLOPS ZOMBIE

Huge Undead, Typically Neutral Evil

Armor Class 12 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	22 (+6)	3 (-4)	5 (-3)	6 (-2)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Giant but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

ETTIN ZOMBIE

Large Undead, Typically Neutral Evil

Armor Class 11 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	19 (+4)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Giant but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Two Heads. The zombie has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

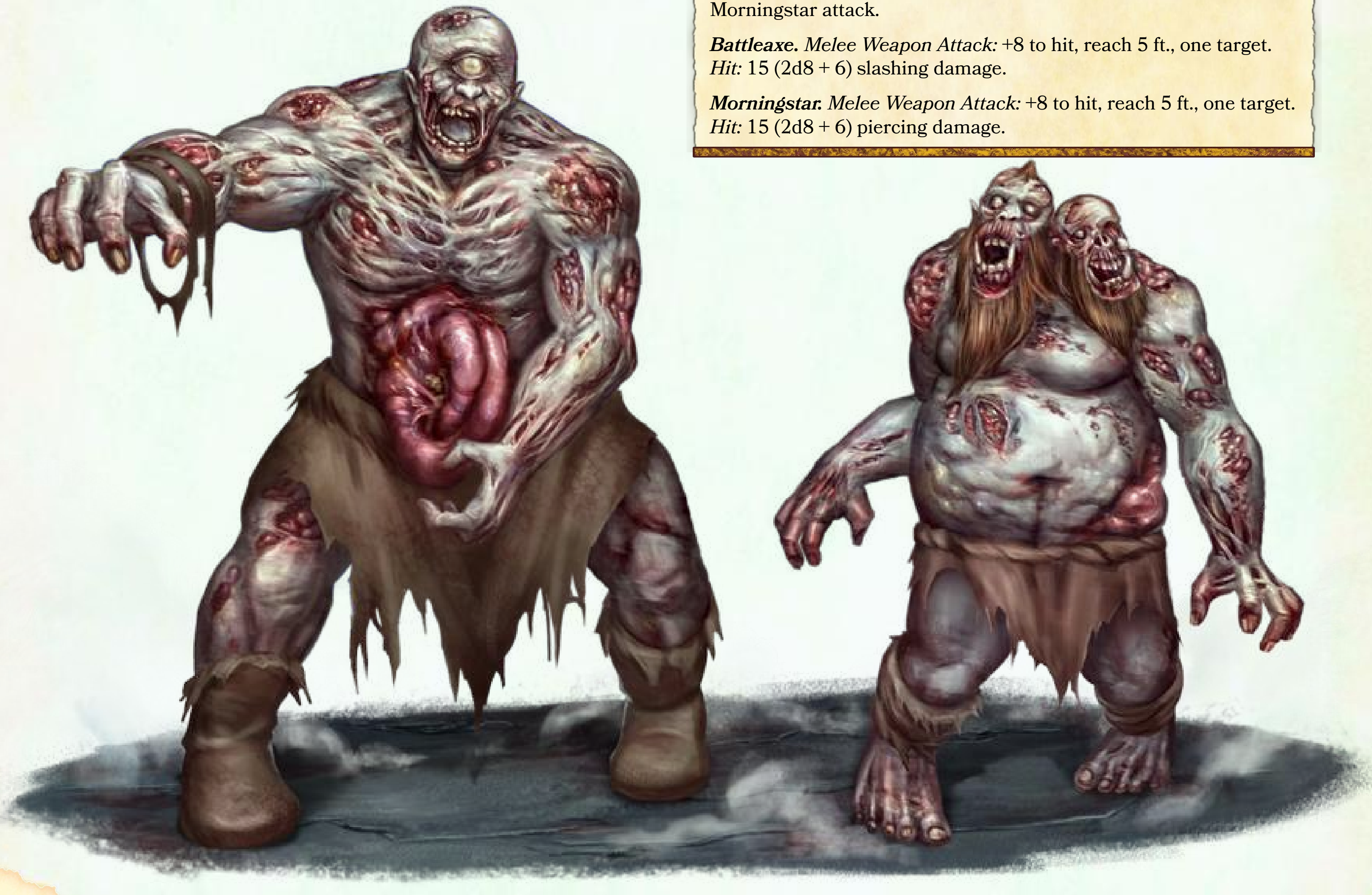
Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

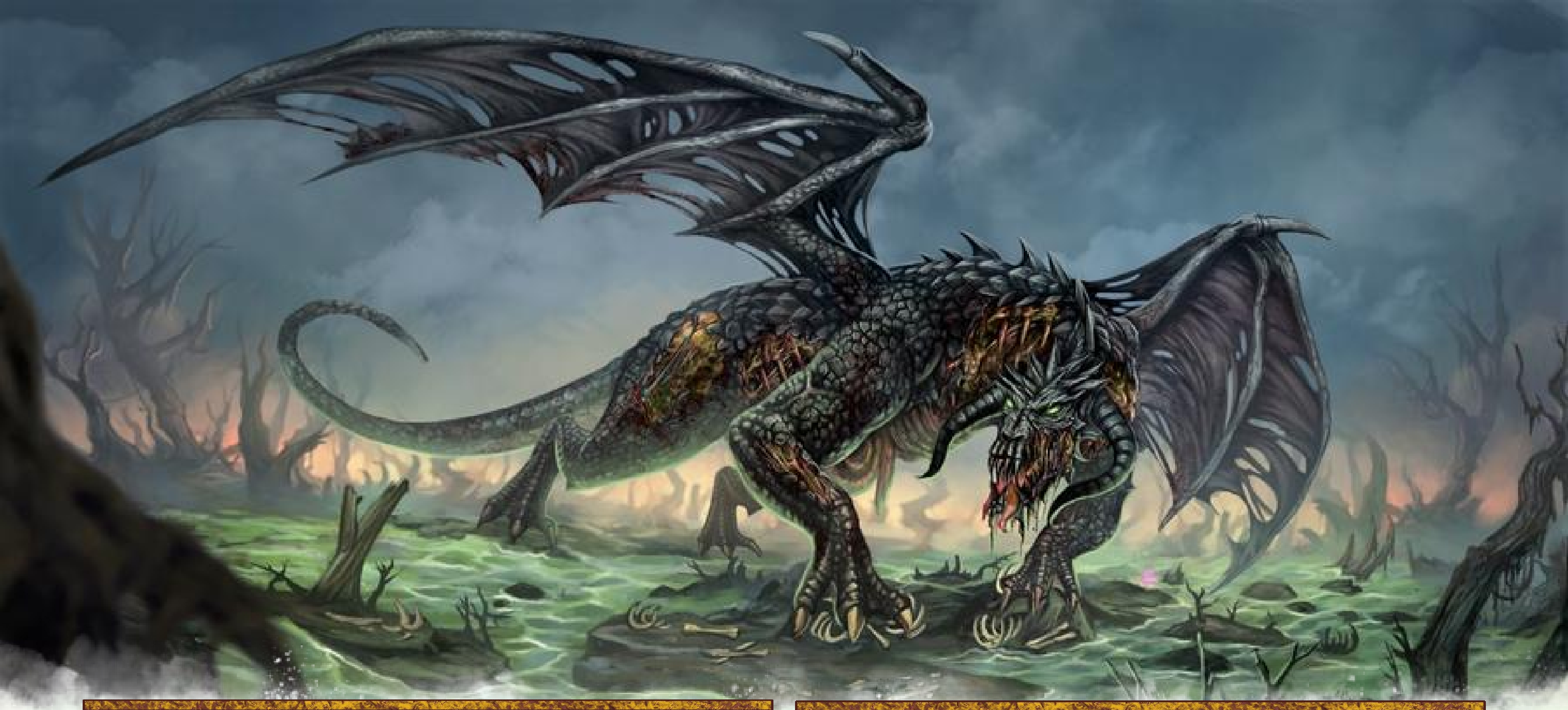
ACTIONS

Multiattack. The zombie makes one Battleaxe attack and one Morningstar attack.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.





ADULT DRAGON ZOMBIE

Huge Undead, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	25 (+7)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Wis +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10
Languages understands Common, Draconic but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The zombie can use its Frightful Presence. It then makes one Bite and one Claw attack.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Frightful Presence. Each creature of the zombie's choice that is within 120 feet of the zombie and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zombie's Frightful Presence for the next 24 hours.

Baleful Breath (Recharge 5–6). The zombie exhales pestilent gas in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one.

ANCIENT DRAGON ZOMBIE

Gargantuan Undead, Typically Neutral Evil

Armor Class 20 (natural armor)
Hit Points 507 (26d20 + 234)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	28 (+9)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Wis +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11
Languages understands Common, Draconic but can't speak
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

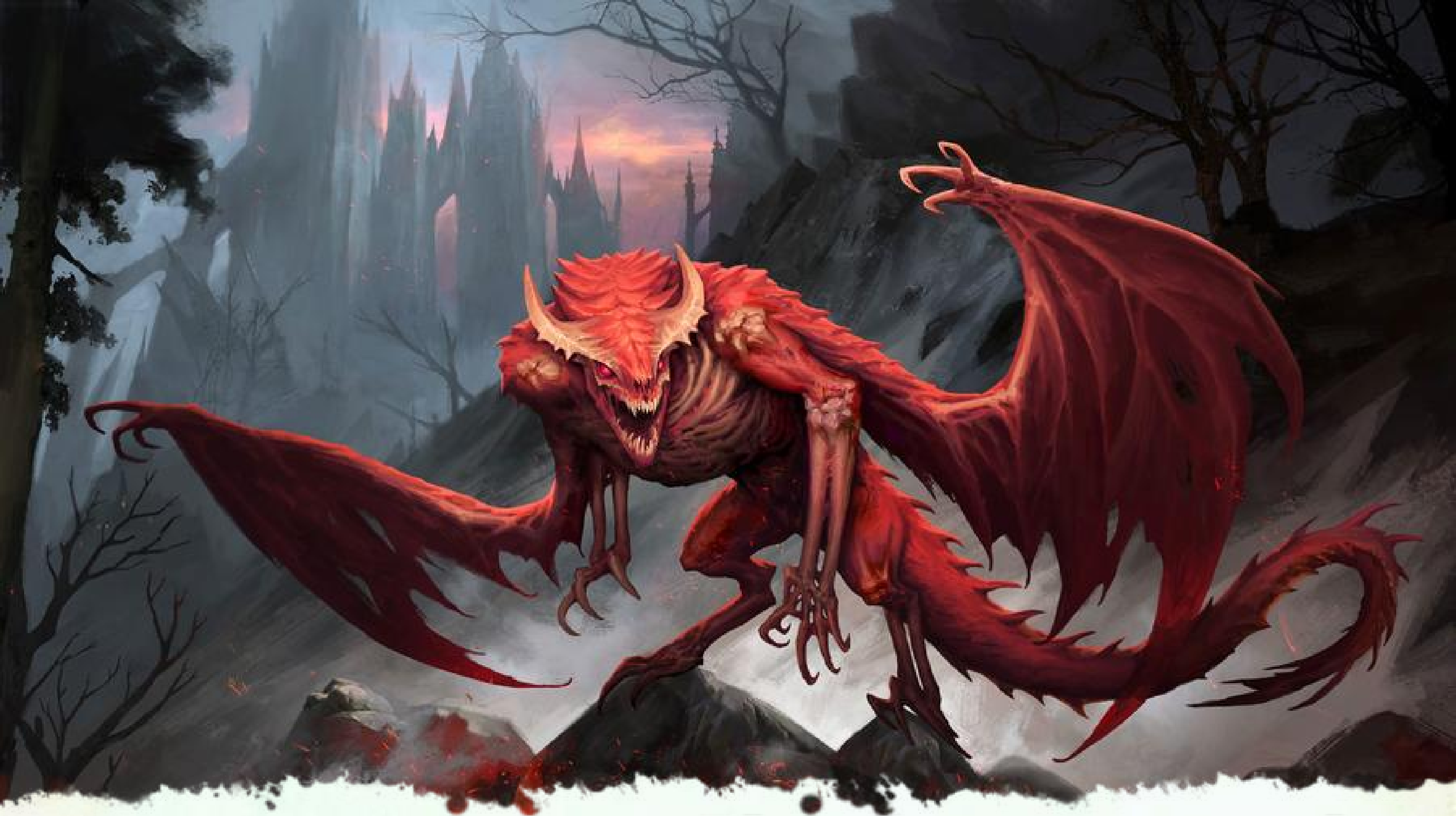
Multiattack. The zombie can use its Frightful Presence. It then makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Frightful Presence. Each creature of the zombie's choice that is within 120 feet of the zombie and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zombie's Frightful Presence for the next 24 hours.

Baleful Breath (Recharge 5–6). The zombie exhales pestilent gas in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one.



Juvenile Dragon Zombie

Large Undead, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	17 (+3)	7 (-2)	8 (-1)	12 (+1)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 9
Languages understands Common, Draconic but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Multiattack. The zombie makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Baleful Breath (Recharge 5–6). The zombie exhales pestilent gas in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one.

Young Dragon Zombie

Large Undead, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	21 (+5)	8 (-1)	9 (-1)	13 (+1)

Saving Throws Wis +2
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 9
Languages understands Common, Draconic but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Multiattack. The zombie makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Baleful Breath (Recharge 5–6). The zombie exhales pestilent gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one.

FIRE GIANT ZOMBIE

Huge Undead, Typically Neutral Evil

Armor Class 18 (plate)
Hit Points 175 (13d12 + 91)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	3 (-4)	25 (+7)	4 (-3)	10 (+0)	9 (-1)

Saving Throws Wis +3
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Giant but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage.

HILL GIANT ZOMBIE

Huge Undead, Typically Neutral Evil

Armor Class 10 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	20 (+5)	3 (-4)	5 (-3)	2 (-4)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Giant but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

REACTIONS

Sudden Lunge. If an enemy moves within 15 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 10 feet of the target, the zombie can make one melee weapon attack against it.

FROST GIANT ZOMBIE

Huge Undead, Typically Neutral Evil

Armor Class 11 (patchwork armor)
Hit Points 150 (12d12 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	3 (-4)	23 (+6)	3 (-4)	6 (-2)	8 (-1)

Saving Throws Wis +1
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Giant but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

GOBLIN ZOMBIE

Small Undead, Typically Neutral Evil

Armor Class 9 (leather armor)
Hit Points 9 (2d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	6 (-2)	12 (+1)	4 (-3)	4 (-3)	4 (-3)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Common, Goblin but can't speak
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Scimitar. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) slashing damage.

REACTIONS

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Hobgoblin Zombie

Medium Undead, Typically Neutral Evil

Armor Class 16 (chain mail)
Hit Points 13 (2d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	4 (-3)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Goblin but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Reactions

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Hydra Zombie

Huge Undead, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	2 (-4)	6 (-2)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Multiple Heads. The zombie has five heads. While it has more than one head, the zombie has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the zombie takes 20 or more damage in a single turn, one of its heads dies. If all its heads die, the zombie dies.

Reactive Heads. For each head the zombie has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

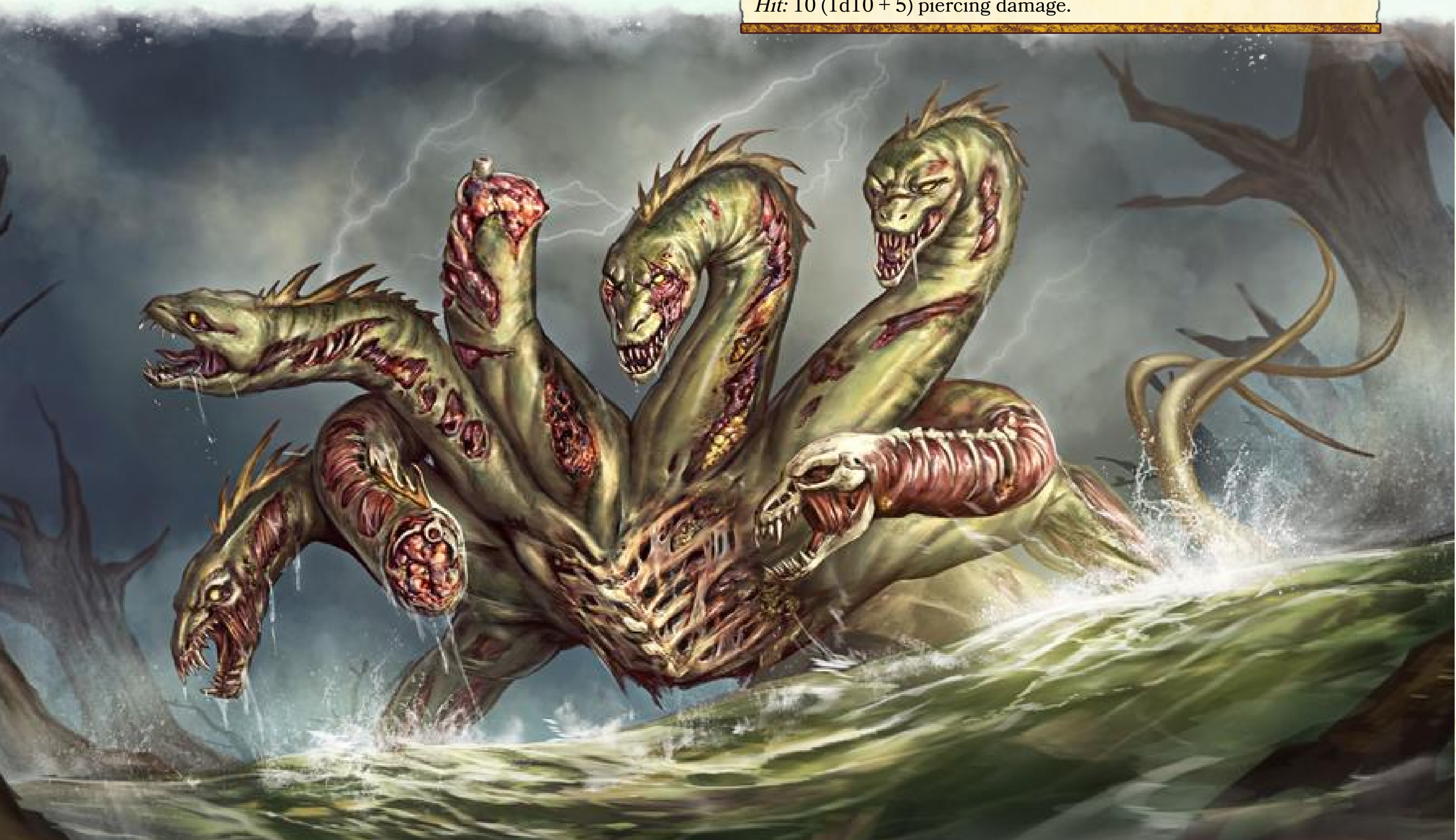
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Multiattack. The zombie makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.



HUNTER SHARK ZOMBIE

Large Undead, Typically Neutral Evil

Armor Class 10 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	1 (-5)	6 (-2)	3 (-4)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Blood Frenzy. The zombie has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

KOBOLD ZOMBIE

Small Undead, Typically Neutral Evil

Armor Class 9
Hit Points 9 (2d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	12 (+1)	2 (-4)	4 (-3)	4 (-3)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Common, Draconic but can't speak
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Dagger. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

REACTIONS

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

LIZARDFOLK ZOMBIE

Medium Undead, Typically Neutral Evil

Armor Class 11 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	15 (+2)	3 (-4)	8 (-1)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Draconic but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

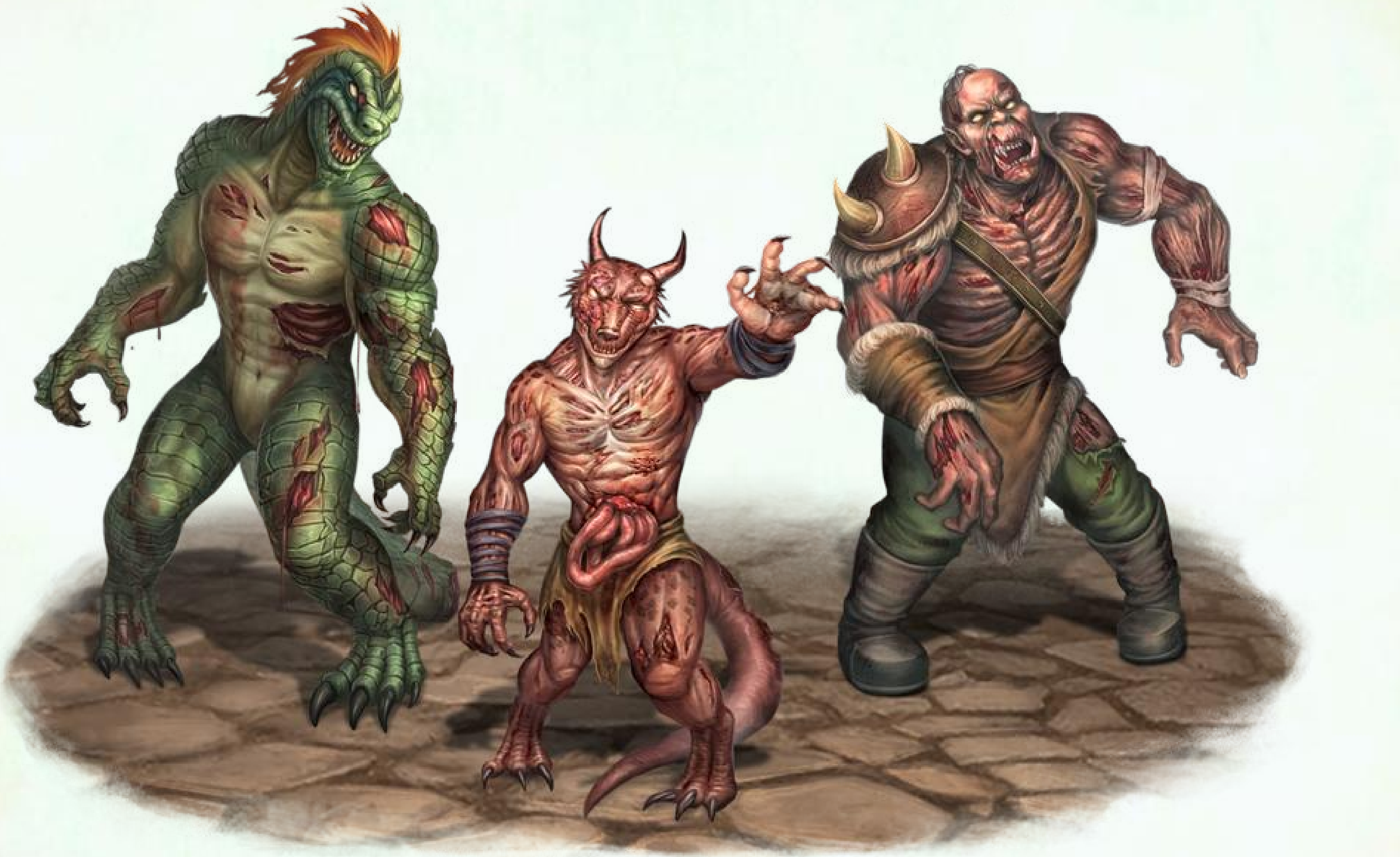
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

REACTIONS

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.



Orc Zombie

Medium Undead, Typically Neutral Evil

Armor Class 10 (hide armor)
Hit Points 17 (2d8 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	18 (+4)	3 (-4)	7 (-2)	6 (-2)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Orc but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) piercing damage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Reactions

Sudden Lunge. If an enemy moves within 10 feet of the zombie, roll a d20. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it.

Owlbear Zombie

Large Undead, Typically Neutral Evil

Armor Class 11 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	3 (-4)	8 (-1)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Sight and Smell. The zombie has advantage on Wisdom (Perception) checks that rely on sight and smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Troll Zombie

Large Undead, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 92 (8d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	22 (+6)	3 (-4)	5 (-3)	3 (-4)

Saving Throws Wis -1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Giant but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Sight and Smell. The zombie has advantage on Wisdom (Perception) checks that rely on smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Wolf Zombie

Medium Undead, Typically Neutral Evil

Armor Class 11 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	3 (-4)	8 (-1)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

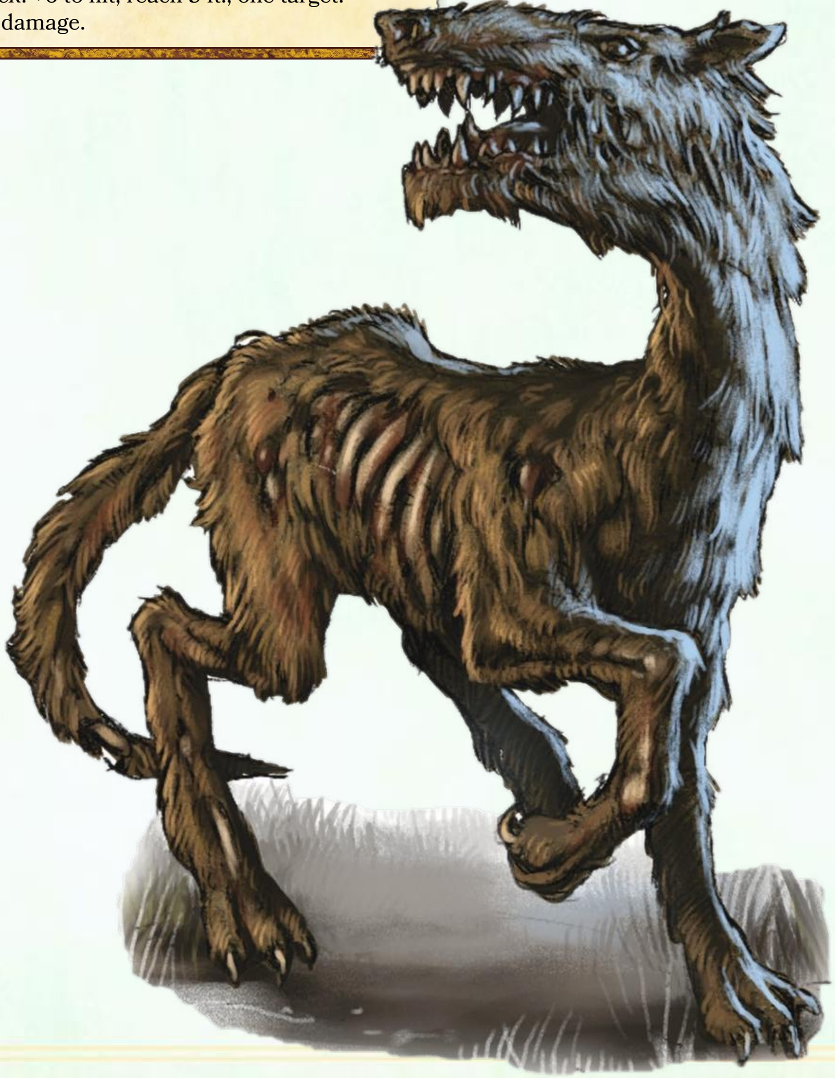
Keen Hearing and Smell. The zombie has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Unusual Nature. The zombie doesn't require air, food, drink, or sleep.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

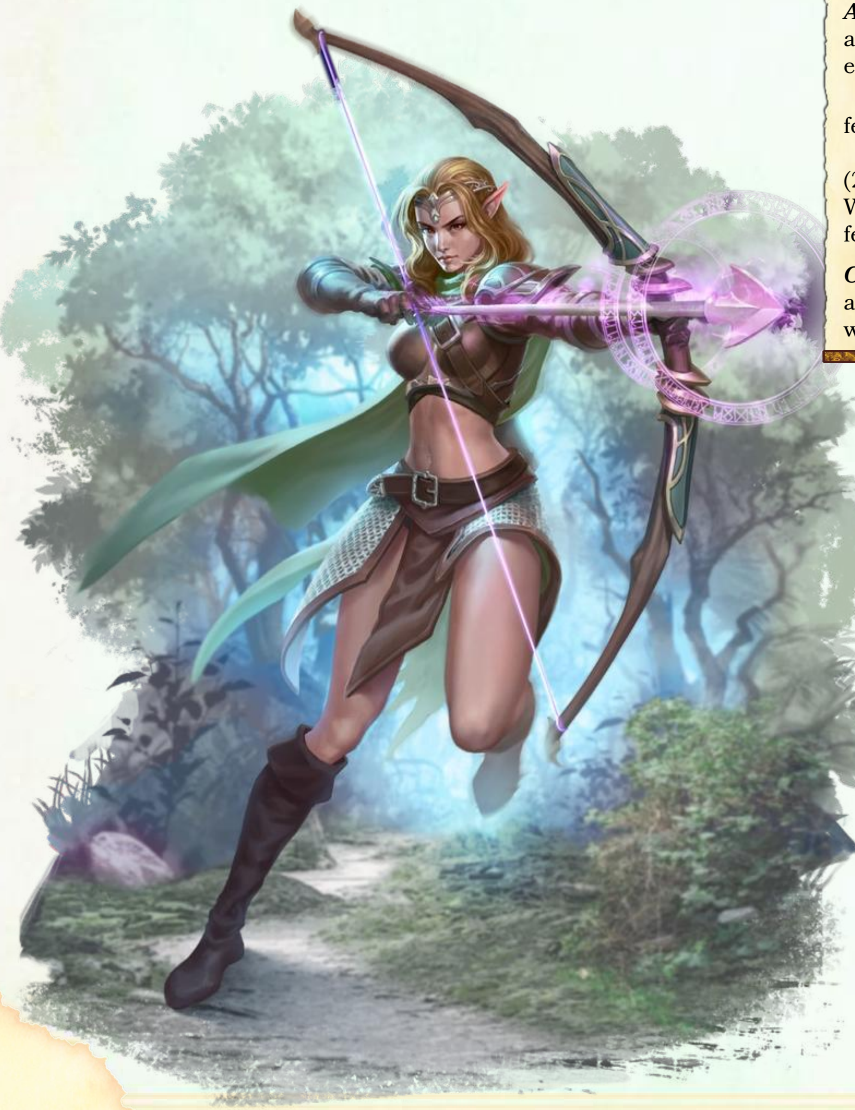


APPENDIX A: NONPLAYER CHARACTERS

This appendix contains statistics for various humanoid nonplayer characters (NPCs) — whether friend or foe — expanding on appendix B of the Monster Manual Expanded. These stat blocks can represent human and nonhuman NPCs, and you can add racial traits to further customize them.

ARCANE ARCHER

An arcane archer is someone that weaves magic into archery attacks to create extra deadly effects. Traditionally, arcane archers have always been elves, but a few other races have begun learning the art.



ARCANE ARCHER

Medium Humanoid, Any Alignment

Armor Class 17 (*+1 studded leather*)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Str +4, Dex +7
Skills Perception +3, Stealth +7
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The arcane archer makes three Longbow attacks or two Rapier attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) force damage.

BONUS ACTIONS

Arcane Shot (3/Day). When the arcane archer hits a target with a ranged weapon attack, it can choose one from the following two effects:

1. *Bursting Arrow.* The target and all other creatures within 10 feet of it take an extra 7 (2d6) force damage each.
2. *Shadow Arrow.* If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 13 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn.

Curving Shot. When the arcane archer makes a ranged attack roll and misses, it can reroll the attack roll against a different target within 60 feet of the original target.

Arcane Archer, Elite

Medium Humanoid, Any Alignment

Armor Class 18 (*+1 studded leather*)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Str +5, Dex +9
Skills Perception +5, Stealth +9
Senses passive Perception 15
Languages any two languages (usually Common)
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Magic Ranged Weapons. The arcane archer's ranged weapon attacks are magical.

Actions

Multiattack. The arcane archer makes four ranged weapon attacks or three melee weapon attacks.

+1 Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 7 (2d6) force damage.

Bonus Actions

Arcane Shot (4/Day). When the arcane archer hits a target with a ranged weapon attack, it can choose one from the following three effects:

1. *Bursting Arrow.* The target and all other creatures within 10 feet of it take an extra 14 (4d6) force damage each.
2. *Piercing Arrow.* The arcane archer doesn't make an attack roll for the attack. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a DC 14 Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 2d6 piercing damage. On a successful save, a target takes half as much damage.
3. *Shadow Arrow.* If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 14 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn.

Curving Shot. When the arcane archer makes a ranged attack roll and misses, it can reroll the attack roll against a different target within 60 feet of the original target.

Arcane Trickster

Medium Humanoid, Any Non-Lawful

Armor Class 15 (studded leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +5, Int +5
Skills Arcana + 5, Perception +3, Sleight of Hand +5, Stealth +7
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. The attack deals an extra 14 (4d6) damage if the arcane trickster has advantage on the attack roll.

Befuddling Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 13 (3d6 + 3) psychic damage, and the target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the arcane trickster's next turn.

Spellcasting. The arcane trickster casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

Cantrips: *dancing lights, mage hand, minor illusion*
2/day each: *mirror image, phantasmal force, Tasha's hideous laughter*

Bonus Actions

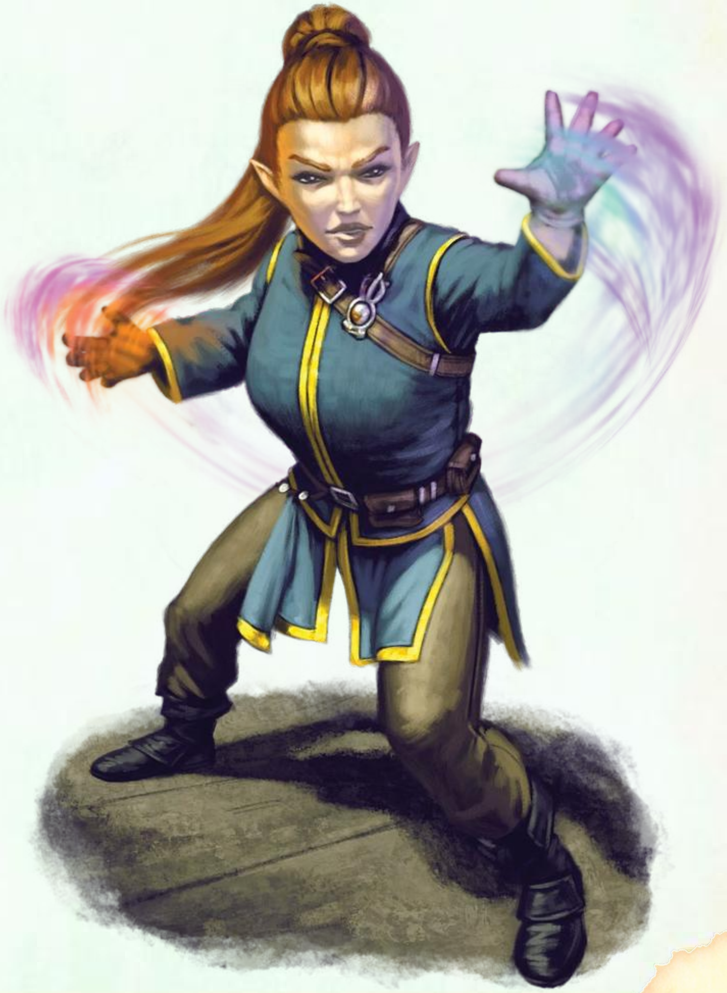
Cunning Action. The arcane trickster takes the Dash, Disengage, or Hide action.

Reactions

Uncanny Dodge. The master arcane trickster halves the damage that it takes from an attack that hits it. The master arcane trickster must be able to see the attacker.

Arcane Trickster

Arcane tricksters are rogues that have learned to blended their knowledge of enchantment and illusion magic into their craft, further enhancing their abilities for combat, subterfuge, and mischief.



ARCANE TRICKSTER, MASTER

Medium Humanoid, Any Non-Lawful

Armor Class 17 (*+1 studded leather*)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Dex +7, Int +7
Skills Arcana + 7, Perception +4, Sleight of Hand +7, Stealth +10
Senses passive Perception 14
Languages any two languages (usually Common)
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magical Ambush. If the arcane trickster is hidden from a creature when it casts a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

Magic Weapons. The arcane trickster's weapon attacks are magical.

ACTIONS

Multiattack. The arcane trickster makes two *+1 Rapier* attacks or two Befuddling Bolt attacks.

+1 Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. The attack deals an extra 17 (5d6) damage if the arcane trickster has advantage on the attack roll.

Befuddling Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 14 (3d6 + 4) psychic damage, and the target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the arcane trickster's next turn.

Spellcasting. The arcane trickster casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

Cantrips: *dancing lights, mage hand, minor illusion*
2/day each: *mirror image, phantasmal force, Tasha's hideous laughter*
1/day each: *improved invisibility, major image, phantasmal killer*

BONUS ACTIONS

Cunning Action. The arcane trickster takes the Dash, Disengage, or Hide action.

Distracting Hand. While the arcane trickster has the *mage hand* spell active, it designates a creature within 5 feet of the spectral hand. The arcane trickster has advantage on its attack rolls against that creature until the end of the turn.

REACTIONS

Uncanny Dodge. The arcane trickster halves the damage that it takes from an attack that hits it. The arcane trickster must be able to see the attacker.

ARTILLERIST

Artillerists are artificers that specialize in the creation of arcane turrets - magical constructs that can unleash powerful force bolts, generate a cone of searing flames, or provide bursts of healing energy.

ARTILLERIST

Medium Humanoid, Any Alignment

Armor Class 15 (chain shirt)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	18 (+4)	10 (+0)	9 (-1)

Saving Throws Con +5, Int +7
Skills Arcana +7, Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages any four languages (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Light Hammer. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 9 (2d8) force damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 9 (2d8) force damage.

Arcane Turret (Recharges after a Short or Long Rest). The artillerist magically summons a Medium turret in an unoccupied space on a horizontal surface within 5 feet of it. The turret is a magical object that occupies its space and that has crablike legs. It has an AC of 18 and 65 hit points. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the *mending* spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 10 minutes. The artillerist can dismiss it early as an action.

When the artillerist summons the turret, it decides which type it is, choosing from the options listed below:

1. Flamethrower. The turret exhales fire in an adjacent 15-foot cone that the artillerist designates. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

2. Force Ballista. Ranged Spell Attack: +7 to hit, range 120 ft., one target (artillerist's choice). *Hit:* 9 (2d8) force damage, and if the target is a creature, it is pushed up to 5 feet away from the turret.

3. Defender. The turret emits a burst of positive energy that grants itself and each creature of the artillerist's choice within 10 feet of it 8 (1d8 + 4) temporary hit points.

The artillerist can take a bonus action to cause the turret to activate if it is within 60 feet of it. As part of the same action, the artillerist can direct the turret to walk or climb up to 15 feet to an unoccupied space.

The artillerist can use an action to command the turret to detonate if is within 60 feet of it. Doing so destroys the turret and forces each creature within 10 feet of it to make a DC 15 Dexterity saving throw, taking 10 (3d6) force damage on a failed save or half as much damage on a successful one.

Spellcasting. The artillerist casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15):

At will: *mage hand, mending, prestidigitation*
2/day each: *fireball, shatter, thunderwave*
1/day each: *fabricate* (as an action), *wall of fire*

Assassin, Elite

Medium Humanoid, Any Non-Good Alignment

Armor Class 16 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Dex +8, Int +6
Skills Acrobatics +8, Deception +5, Perception +10, Stealth +12
Damage Resistances poison
Senses passive Perception 20
Languages Thieves' cant plus any three languages
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 17 (5d6) damage when the assassin hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

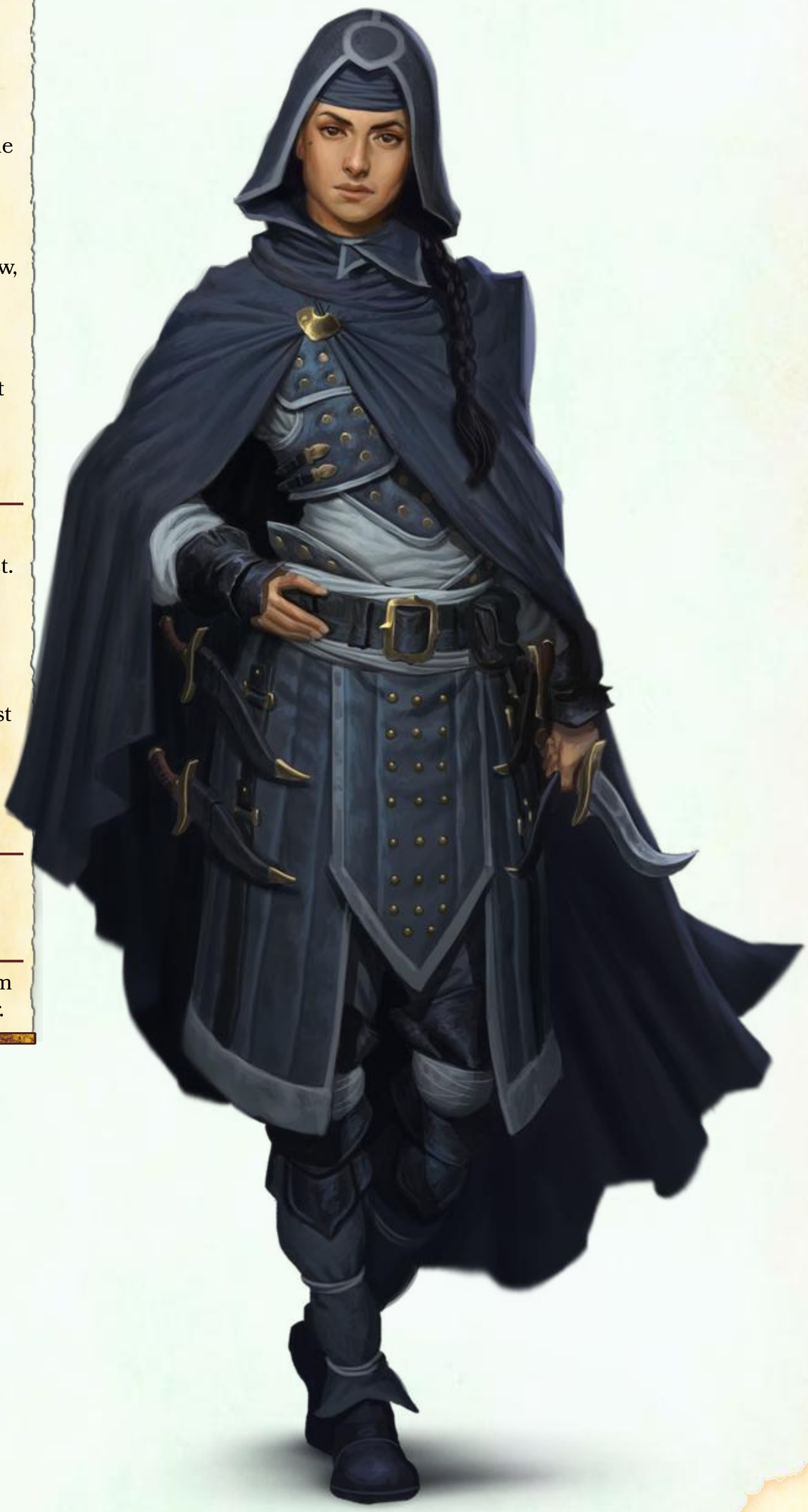
Cunning Action. The assassin takes the Dash, Disengage, or Hide action.

Reactions

Uncanny Dodge. The assassin halves the damage that it takes from an attack that hits it. The assassin must be able to see the attacker.

Elite Assassin

Elite assassins are those rare and very dangerous individuals that have mastered the art of efficiently killing and disposing of targets without ever getting noticed or caught.



BARBARIANS

Most barbarians are simply berserkers. Featured here are the true barbarians that summon and are fueled by their rage to become deadly melee combatants.

BARBARIAN

Medium Humanoid, Any Non-Lawful

Armor Class 13 (hide armor)
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +5, Con +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Reckless. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The barbarian makes two Greatsword attacks or two Longbow attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, or 12 (2d6 + 5) slashing damage while raging.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Rage (Recharges after a Short or Long Rest). The barbarian enters a rage. The rage lasts for 1 minute or until the barbarian is incapacitated. While raging, the barbarian gains the following benefits:

- The barbarian has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the barbarian gains a +2 bonus to the damage roll.
- The barbarian has resistance to bludgeoning, piercing, and slashing damage.

BARBARIAN CHAMPION

Medium Humanoid, Any Non-Lawful

Armor Class 13 (hide armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +7, Con +6
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Brutal Critical. The barbarian rolls one additional weapon damage die when determining extra damage for a critical hit with a melee attack.

Indomitable (1/Day). The barbarian can reroll a saving throw it fails. It must use the new roll.

Reckless. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The barbarian makes two Greatsword attacks or two Longbow attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, or 14 (2d6 + 7) slashing damage while raging.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Rage (Recharges after a Short or Long Rest). The barbarian enters a rage. The rage lasts for 1 minute or until the barbarian is incapacitated. While raging, the barbarian gains the following benefits:

- The barbarian has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the barbarian gains a +3 bonus to the damage roll.
- The barbarian has resistance to bludgeoning, piercing, and slashing damage.

Barbarian Monarch

Medium Humanoid, Any Non-Lawful

Armor Class 16 (natural armor)
Hit Points 190 (20d8 + 140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Str +11, Con +10
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Brutal Critical. The barbarian rolls two additional weapon damage dice when determining extra damage for a critical hit with a melee attack.

Legendary Resistance (1/Day). If the barbarian fails a saving throw, it can choose to succeed instead.

Reckless. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The barbarian makes two Greatsword attacks or two Longbow attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, or 17 (2d6 + 10) slashing damage while raging.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bonus Actions

Rage (Recharges after a Short or Long Rest). The barbarian enters a rage. The rage lasts for 1 minute or until the barbarian is incapacitated. While raging, the barbarian gains the following benefits:

- The barbarian has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the barbarian gains a +4 bonus to the damage roll.
- The barbarian has resistance to bludgeoning, piercing, and slashing damage.

War Cry (1/Day). Each creature of the barbarian's choice that is within 30 feet of it, can hear it, and not already affected by War Cry gains advantage on attack rolls until the start of the barbarian's next turn. All other creatures within 30 feet of it, can hear it, and not already affected by War Cry must make a DC 18 Wisdom saving throw or become frightened until the end of the barbarian's next turn.

Legendary Actions

The barbarian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barbarian regains spent legendary actions at the start of its turn.

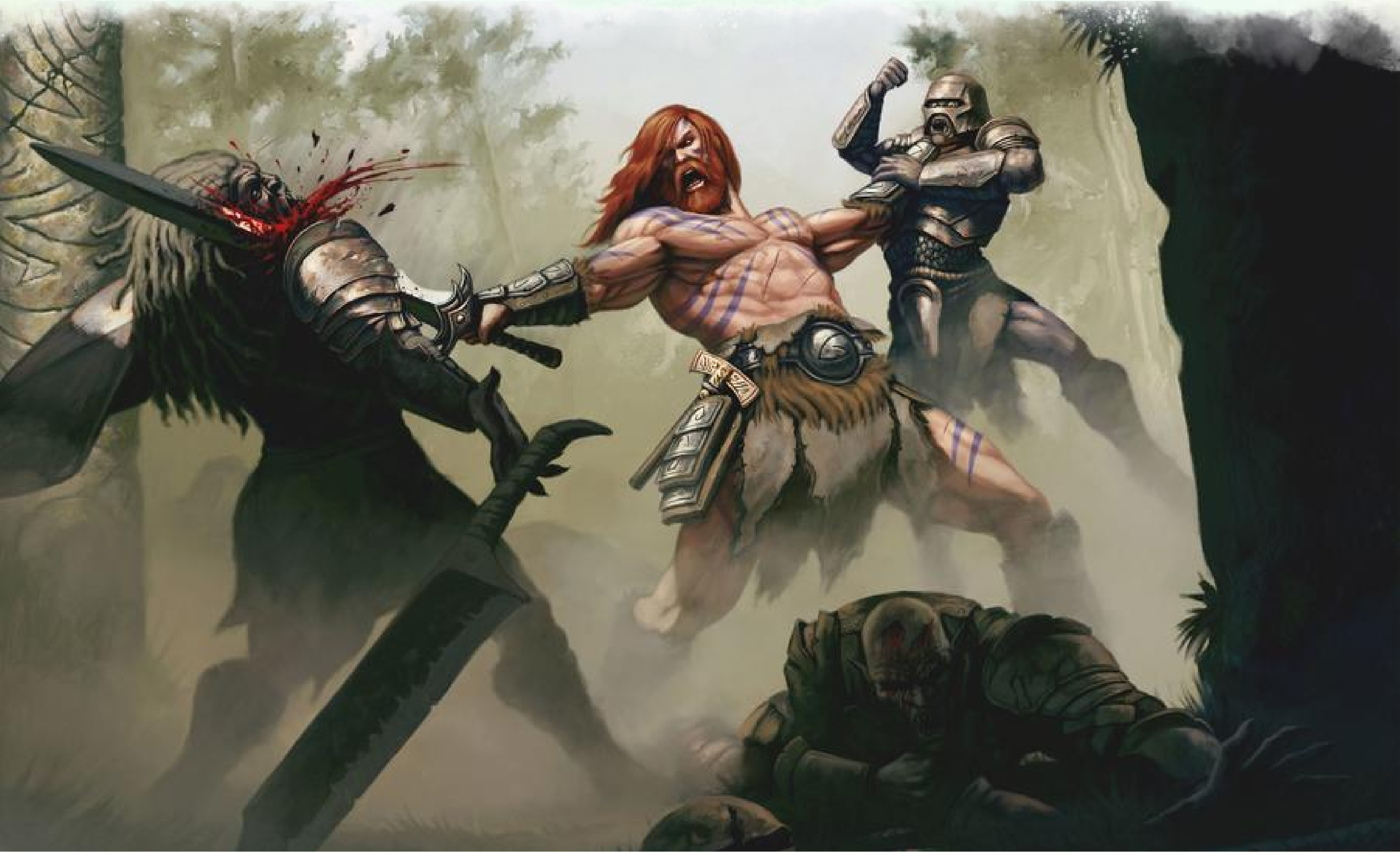
Move. The barbarian moves up to half its speed.

Attack (Costs 2 Actions). The barbarian makes a weapon attack.

Command Horde (Costs 3 Actions). The barbarian chooses up to 4 allies it can see within 30 feet of it. If the target can see and hear the barbarian, the target can use its reaction to move up to half its speed or make one weapon attack.

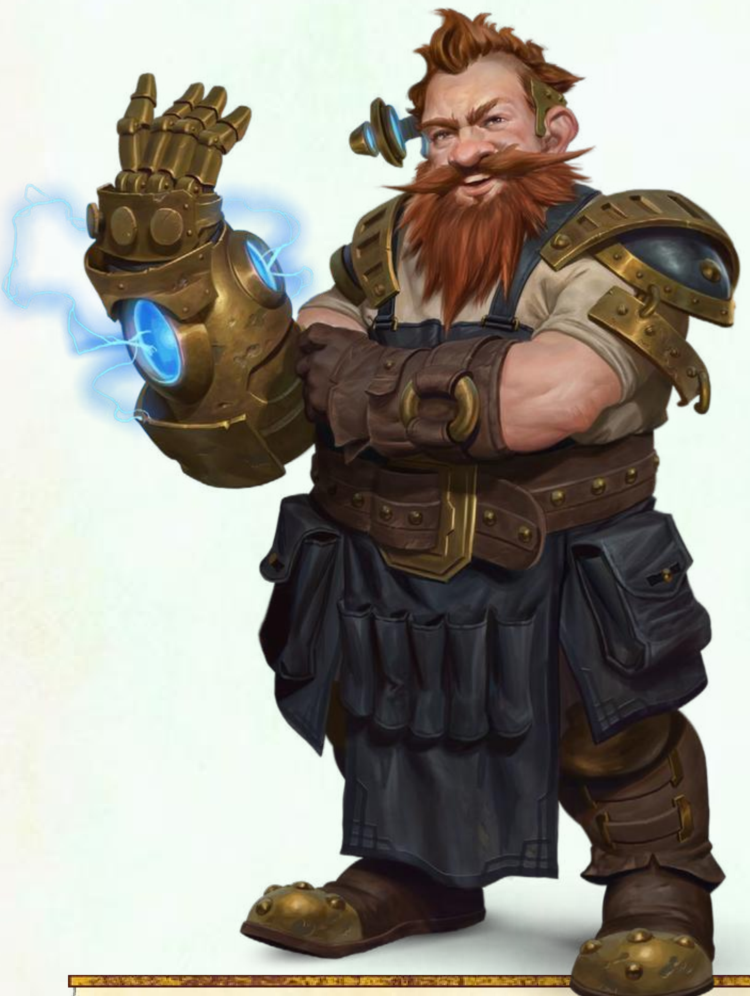
Reactions

Retaliation. When the barbarian takes damage from a creature within 5 feet of it, the barbarian can make one melee weapon attack against the creature.



Battle Smith

Artificers that focus on enhancing and supplementing their martial skills are battle smiths. They are able to create and command iron defenders, constructs that act like beast companions.



Battle Smith's Iron Defender

Medium Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 67
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Perception +2
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Vigilant. The iron defender can’t be surprised.

Unusual Nature. iron defender doesn’t require air, food, drink, or sleep.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 5 (2d4) force damage.

Repair (3/Day). The magical mechanisms inside the iron defender restore 11 (2d8 + 2) hit points to itself or to one construct or object within 5 feet of it.

Reactions

Defensive Pounce. The iron defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the iron defender.

Battle Smith

Medium Humanoid, Any Alignment

Armor Class 16 (half plate)
Hit Points 90 (12d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	20 (+5)	10 (+0)	9 (-1)

Skills Arcana +8, Perception +3
Senses passive Perception 13
Languages any six languages (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Battle Ready. The battle smith uses its Intelligence modifier, instead of its Strength or Dexterity, for the attack and damage rolls when attacking with a weapon (included in the attacks).

Actions

Multiattack. The battle smith makes two Maul attacks.

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 4 (1d8) force damage.

Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 4 (1d8) force damage.

Summon Iron Defender (Recharges after a Long Rest). The battle smith summons its mechanical companion. In combat, the iron defender shares the battle smith's initiative count, but it takes its turn immediately after the battle smith. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless the battle smith used Command Iron Defender this turn.

Spellcasting. The battle smith casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *light, mending, prestidigitation*
1/day each: *blur, haste, heat metal, heroism*

Bonus Actions

Branding Smite (3/Day). Immediately after the battle smith hits a target with an attack roll, the battle smith deals an extra 7 (2d6) radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can’t become invisible for 1 minute.

Command Iron Defender. The battle smith targets the iron defender it summoned and it can see within 60 feet of it. If the target can see or hear the battle smith, the target can use its reaction to make a melee weapon attack, or take the Dash, Disengage, Help, or Repair action.

Cavalier

Medium Humanoid, Any Lawful

Armor Class 20 (plate, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Str +7, Con +6
Skills History +4, Persuasion +5
Senses passive Perception 10
Languages any two languages (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Action Surge (Recharges after a Short or Long Rest). The cavalier can take one additional action on top of its regular action and possible bonus action.

Threatening. Creatures provoke an opportunity attack from the cavalier when they move 5 feet or more while within the cavalier's reach, and if the cavalier hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Actions

Multiattack. The cavalier makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the target is marked until the end of the cavalier's next turn. This effect ends early if the cavalier is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the cavalier, a creature marked by the cavalier has disadvantage on any attack roll that doesn't target the cavalier.

Bonus Actions

Punish the Marked. The cavalier can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the cavalier during the last turn. The cavalier's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 5 damage to the target.

Reactions

Warding Maneuver (3/Day). If the cavalier or a creature it can see within 5 feet of it is hit by an attack, it can roll a d8 and add it to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

Cavaliers

Cavaliers are noble knights that excel in mounted combat. They are superior defenders and protectors, able to keep enemies from breaking off and escaping.

Cavalier, Grand

Medium Humanoid, Any Lawful

Armor Class 20 (plate, shield)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Str +9, Con +8, Wis +5
Skills History +5, Persuasion +6
Senses passive Perception 11
Languages any two languages (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Action Surge (Recharges after a Short or Long Rest). The cavalier can take one additional action on top of its regular action and possible bonus action.

Ferocious Charger (1/Turn). If the cavalier moves at least 10 feet in a straight line right before attacking a creature and hits it with the attack, that target must succeed on a DC 17 Strength saving throw or be knocked prone.

Magic Weapons. The cavalier's weapon attacks are magical.

Threatening. Creatures provoke an opportunity attack from the cavalier when they move 5 feet or more while within the cavalier's reach, and if the cavalier hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Vigilant Defender. The cavalier can take one special reaction on every creature's turn, except its own. It can use this special reaction only to make an opportunity attack, and it can't use it on the same turn it took its normal reaction.

Actions

Multiattack. The cavalier makes three *+1 Longsword* attacks.

+1 Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands, plus 9 (2d8) radiant damage, and the target is marked until the end of the cavalier's next turn. This effect ends early if the cavalier is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the cavalier, a creature marked by the cavalier has disadvantage on any attack roll that doesn't target the cavalier.

Bonus Actions

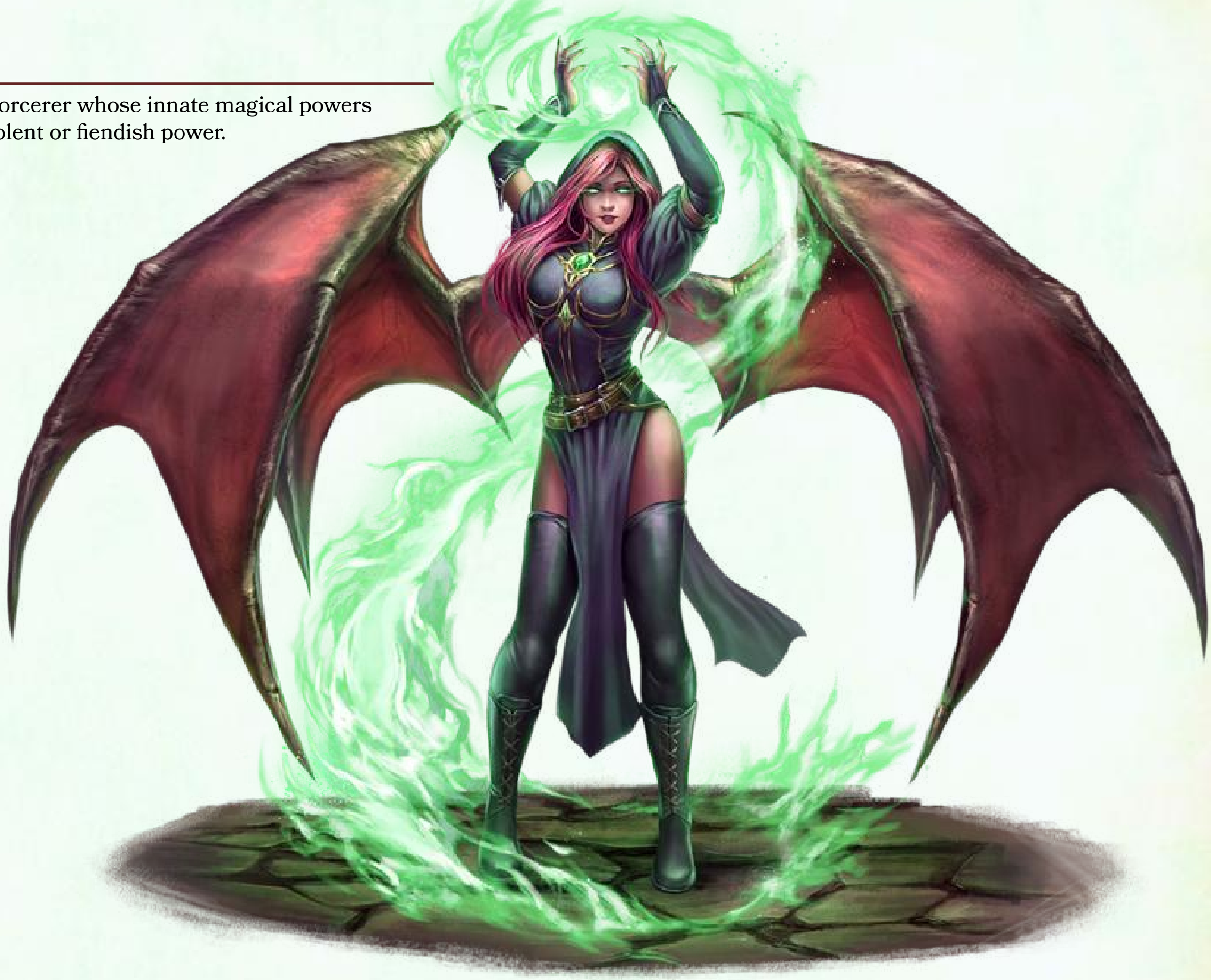
Punish the Marked. The cavalier can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the cavalier during the last turn. The cavalier's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 10 damage to the target.

Reactions

Warding Maneuver (4/Day). If the cavalier or a creature it can see within 5 feet of it is hit by an attack, it can roll a d8 and add it to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

Dark Soul

The dark soul is a sorcerer whose innate magical powers come from a malevolent or fiendish power.



Dark Soul

Medium Humanoid, Any Evil Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 110 (20d8 + 20)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Wis +7, Cha +9
Skills Perception +7, Religion +6
Senses passive Perception 17
Languages any two languages (usually Common)
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Favored by the Gods (Recharges after a Short or Long Rest). When the dark soul fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome.

Actions

Multiattack. The dark soul makes two Soul Strike attacks.

Soul Strike. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 28 (8d6) necrotic damage, and the target must succeed on a DC 17 Wisdom saving throw or be frightened until the end of the dark soul's next turn.

Spellcasting. The dark soul casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17):

At will: *mage hand, minor illusion, prestidigitation*
3/day each: *bestow curse, mage armor, mirror image*
1/day each: *circle of death, cone of cold, finger of death, unholy aura** (see Appendix C. New Spells)

Bonus Actions

Heightened Spell (3/Day). When the dark soul casts a spell that forces a creature to make a saving throw to resist the spell's effects, the dark soul gives one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell (3/Day). The dark soul uses Spellcasting.

Unearthly Recovery (Recharges after a Long Rest). When the dark soul has fewer than 55 hit points, it regains 55 hit points.

Dirgesinger

Medium Humanoid, Any Non-Good Alignment

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Deception +7, Intimidation +5, Performance +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, and the target can't regain hit points until the start of the dirgesinger's next turn.

March of the Dead. Up to six Undead within 60 feet of the dirgesinger and can hear the dirgesinger can use its reaction to move up to its speed.

Spellcasting. The dirgesinger casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, mage hand, minor illusion, prestidigitation*
3/day each: *animate dead* (as an action), *blindness/deafness, dissonant whispers*
1/day each: *greater invisibility*

Bonus Actions

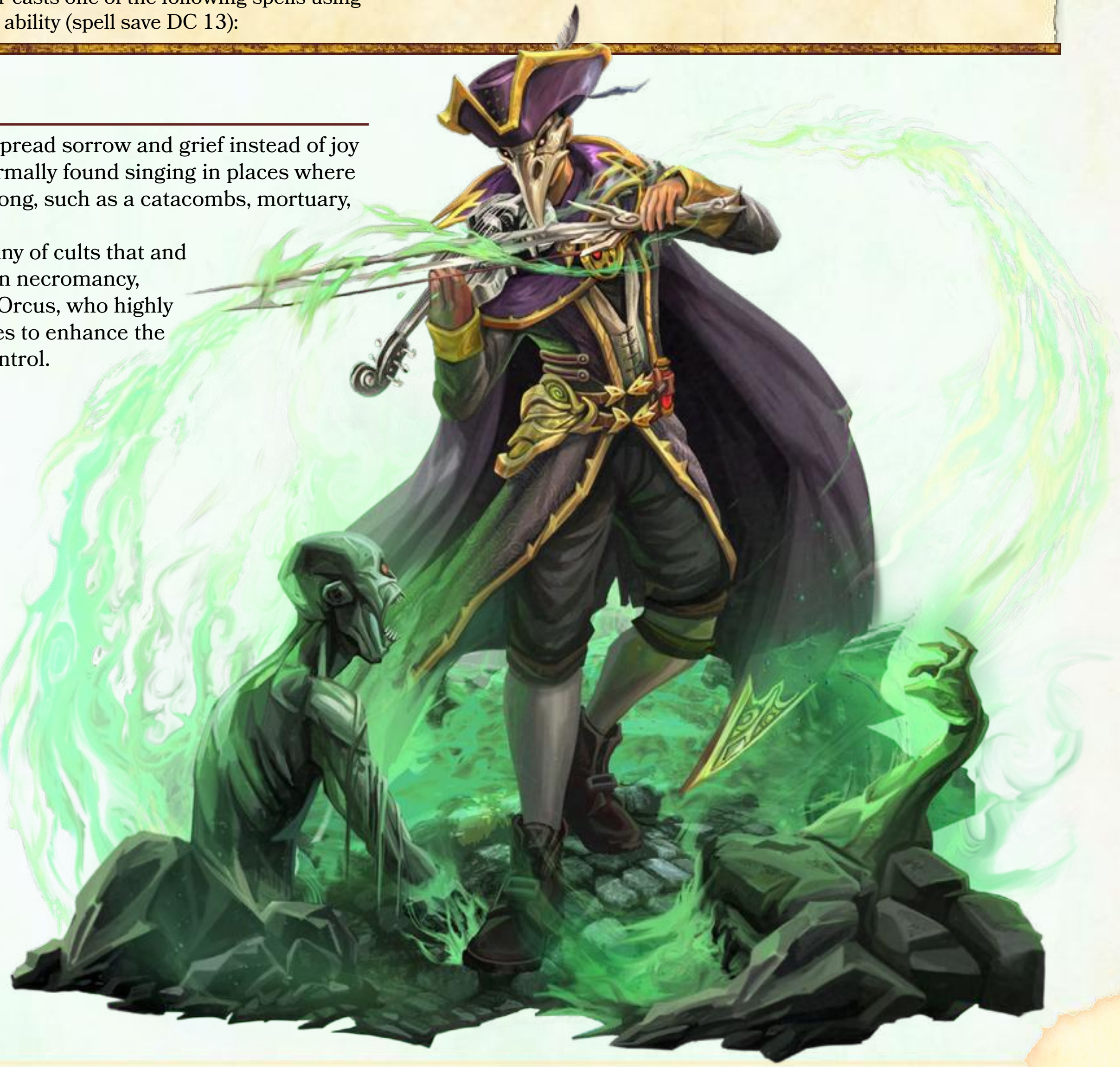
Dirge. The dirgesinger can perform a dirge that lasts until the start of the dirgesinger's next turn. The dirgesinger can select from one of three effects:

1. *Song of Horror*. Provided the dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Horror for the next 24 hours.
2. *Song of Sorrow*. Provided the dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger must succeed on a DC 13 Wisdom saving throw or start wailing and weeping in grief until the start of its next turn. Until this wailing and weeping ends, the target can't take actions or reactions, and its speed is halved and can't be increased. If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Sorrow for the next 24 hours.
3. *Song of the Profane*. Provided the dirgesinger isn't incapacitated, any Undead that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger gains advantage on melee attack rolls and saving throws against any effect that turns Undead.

Dirgesinger

Dirgesingers are bards that spread sorrow and grief instead of joy and celebration. They are normally found singing in places where the symbolism of death is strong, such as a catacombs, mortuary, or cemetery.

They are often in the company of cults that and secret guilds that specialize in necromancy, such as the Death Priests of Orcus, who highly prize the dirgesinger's abilities to enhance the undead they summon and control.



Dirgesinger, Elder

Medium Humanoid, Any Non-Good Alignment

Armor Class 17 (*+1 studded leather*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +8, Wis +5, Cha +8
Skills Deception +12, Intimidation +12, Performance +12
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The dirgesinger makes two Rapier attacks or two Necrotic Bolt attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 18 (4d8) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, and the target can't regain hit points until the start of the dirgesinger's next turn.

March of the Dead. Up to six Undead within 60 feet of the dirgesinger and can hear the dirgesinger can use its reaction to move up to half its speed.

Dirge of Death (Recharge 5–6). The dirgesinger sings a horrid, mournful lament. All other creatures within 60 feet of it that can hear it must make a DC 16 Constitution saving throw. On a failure, a creature is reduced to 0 hit points. On a success, a creature takes 21 (6d6) psychic damage. Constructs and Undead are immune to this effect.

Spellcasting. The dirgesinger casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

At will: *dancing lights, mage hand, minor illusion, prestidigitation*
3/day each: *animate dead* (as an action), *blindness/deafness, dissonant whispers, greater invisibility*
1/day each: *create undead* (as an action), *finger of death, negative energy flood*

Bonus Actions

Dirge. The dirgesinger can perform a dirge that lasts until the start of the dirgesinger's next turn. The dirgesinger can select from one of three effects:

1. Song of Horror. Provided the dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger must succeed on a DC 16 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Horror for the next 24 hours.

2. Song of Sorrow. Provided the dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger must succeed on a DC 16 Wisdom saving throw or start wailing and weeping in grief until the start of its next turn. Until this wailing and weeping ends, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Sorrow for the next 24 hours.

3. Song of the Profane. Provided the dirgesinger isn't incapacitated, any Undead that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger has advantage on melee attack rolls and saving throws against any effect that turns Undead.

Duelist

A duelist is a cunning melee combatant who combines its expertise with two-weapon fighting, the art of leaving opponents open, and mastery of taking advantage of such vulnerabilities.

Most duelists are sought-after mercenaries. Some are obsessive narcissists, always looking for a challenge to prove their martial skills. If they hear stories of adventurers great deeds that overshadow theirs, the duelist will seek them out and goad them into a fight.

Duelist

Medium Humanoid, Any Alignment

Armor Class 17 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +7, Con +5, Int +4
Skills Deception +5, Intimidation +5, Perception +3, Stealth +7
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Dual Wielder. When the duelist is wielding a separate melee weapon in each hand, it gains a +1 bonus to its AC (included in AC). In addition, it can draw or stow two one-handed weapons.

Fancy Footwork. When the duelist makes a melee attack against a creature, that creature can't make opportunity attacks against the duelist until the end of the turn.

Sneak Attack (1/Turn). The duelist deals an extra 10 (3d6) damage when the duelist hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duelist that isn't incapacitated and the duelist doesn't have disadvantage on the attack roll.

Toujours l'Audace. The duelist adds its Charisma modifier to its initiative rolls. In addition, it can use Sneak Attack with any melee attack made against a target that has none of its allies adjacent to it.

Actions

Multiattack. The duelist makes two Rapier attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage

Bonus Actions

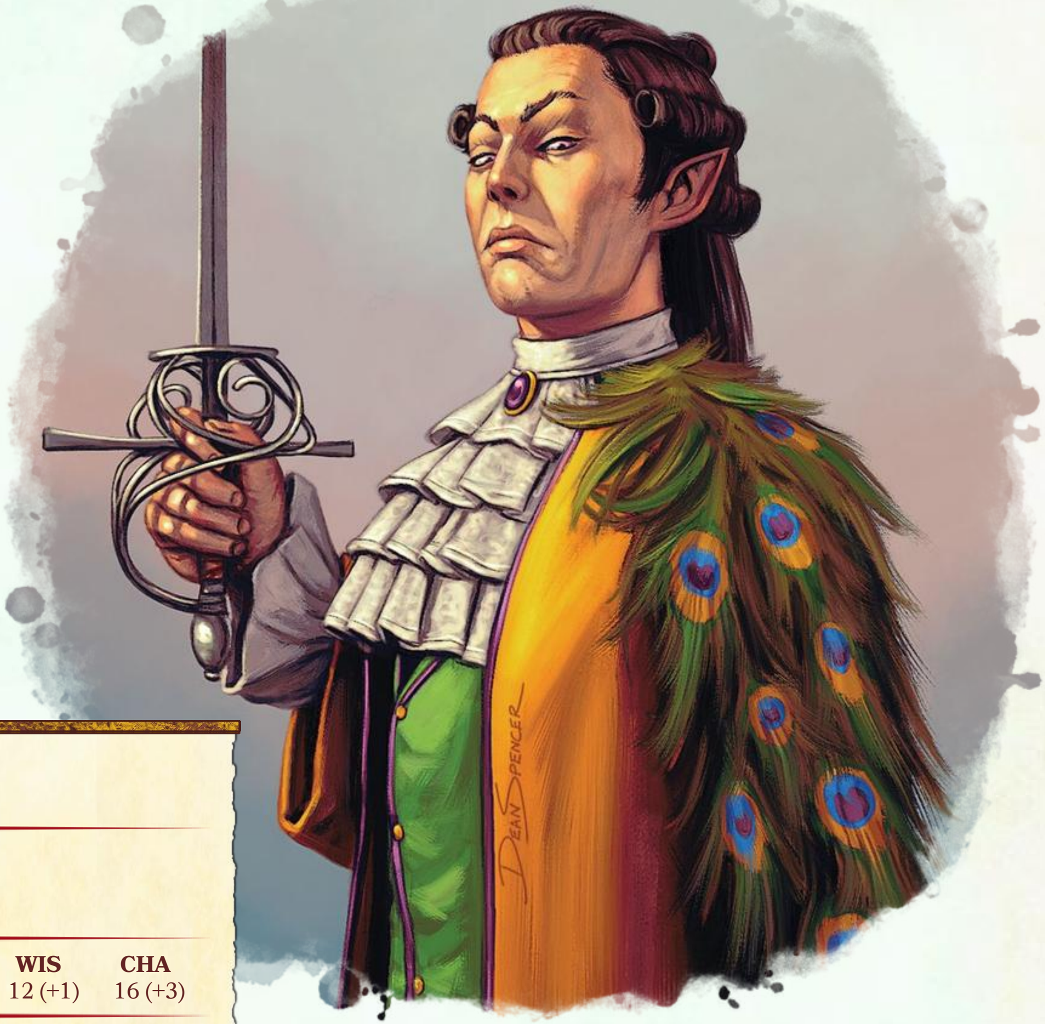
Cunning Action. The duelist takes the Dash, Disengage, or Hide action.

Feinting Attack. The duelist chooses one creature within 5 feet of it. It has advantage on its next attack roll against the target.

Two-Weapon Fighter. The duelist makes one melee or ranged weapon attack with its Dagger.

Reactions

Riposte. When a creature misses the duelist with a melee attack, the duelist can make one melee weapon attack against it.



DUELIST, LEGENDARY

Medium Humanoid, Any Alignment

Armor Class 18 (studded leather)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +10, Con +8, Int +6
Skills Deception +8, Intimidation +8, Perception +6, Stealth +15
Senses passive Perception 16
Languages any two languages (usually Common)
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Dual Wielder. When the duelist is wielding a separate melee weapon in each hand, it gains a +1 bonus to its AC (included in the AC). In addition, it can draw or stow two one-handed weapons.

Legendary Resistance (1/Day). If the duelist fails a saving throw, it can choose to succeed instead.

Fancy Footwork. When the duelist makes a melee attack against a creature, that creature can't make opportunity attacks against the duelist until the end of the turn.

Sneak Attack (1/Turn). The duelist deals an extra 21 (6d6) damage when the duelist hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duelist that isn't incapacitated and the duelist doesn't have disadvantage on the attack roll.

Toujours l'Audace. The duelist adds its Charisma modifier to its initiative rolls. In addition, it can use Sneak Attack with any melee attack made against a target that has none of its allies adjacent to it.

ACTIONS

Multiattack. The duelist makes two Rapier attacks and one Dagger attack.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Rain of Daggers (Recharges after a Short or Long Rest). The duelist makes six ranged Dagger attacks.

BONUS ACTIONS

Cunning Action. The duelist takes the Dash, Disengage, or Hide action.

Feinting Attack. The duelist chooses one creature within 5 feet of it. It has advantage on its next attack roll against the target.

LEGENDARY ACTIONS

The duelist can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The duelist regains spent legendary actions at the start of its turn.

Feint. The duelist chooses one creature within 5 feet of it. It has advantage on its next attack roll against the target.

Shift. The duelist moves up to half its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The duelist makes a melee or ranged weapon attack.

Disarm and Grab (Costs 2 Actions). When the duelist hits a melee weapon attack at one creature holding an object (such as a weapon), it must make a DC 18 Strength or Dexterity saving throw. On a failed save, the target drops the held object. The object lands in the other hand of the duelist.

REACTIONS

Riposte. When a creature misses the duelist with a melee attack, the duelist can make one melee weapon attack against it.

Grandfather of Assassins

Medium Humanoid, Any Non-Good

Armor Class 19 (*+2 studded leather*)
Hit Points 195 (26d8 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +11, Wis +9, Int +9
Skills Acrobatics +11, Deception +8, Perception +15, Stealth +17
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 25
Languages Thieves' cant plus any four languages
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Assassinate. During its first turn, the grandfather of assassins has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the grandfather of assassins scores against a surprised creature is a critical hit.

Elusive. No attack roll has advantage on the grandfather of assassins as long as it isn't incapacitated.

Evasion. If the grandfather of assassins is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the grandfather of assassins instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (2/Day). If the grandfather of assassins fails a saving throw, it can choose to succeed instead.

Magic Weapons. The grandfather of assassins's weapon attacks are magical.

Sneak Attack (1/Turn). The grandfather of assassins deals an extra 35 (10d6) damage when the grandfather of assassins hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the grandfather of assassins that isn't incapacitated and the grandfather of assassins doesn't have disadvantage on the attack roll.

Stroke of Luck (Recharges after a Short or Long Rest). If the grandfather of assassins misses a target within range, it can turn the miss into a hit. Alternatively, if the grandfather of assassins fails an ability check, it can treat the d20 roll as a 20.

Actions

Multiattack. The grandfather of assassins makes one *+2 Shortsword* attack and one *+2 Dagger* attack, or two ranged attacks.

+2 Shortsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

+2 Dagger. *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Cunning Action. The grandfather of assassins takes the Dash, Disengage, or Hide action.

Legendary Actions

The grandfather of assassins can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grandfather of assassins regains spent legendary actions at the start of its turn.

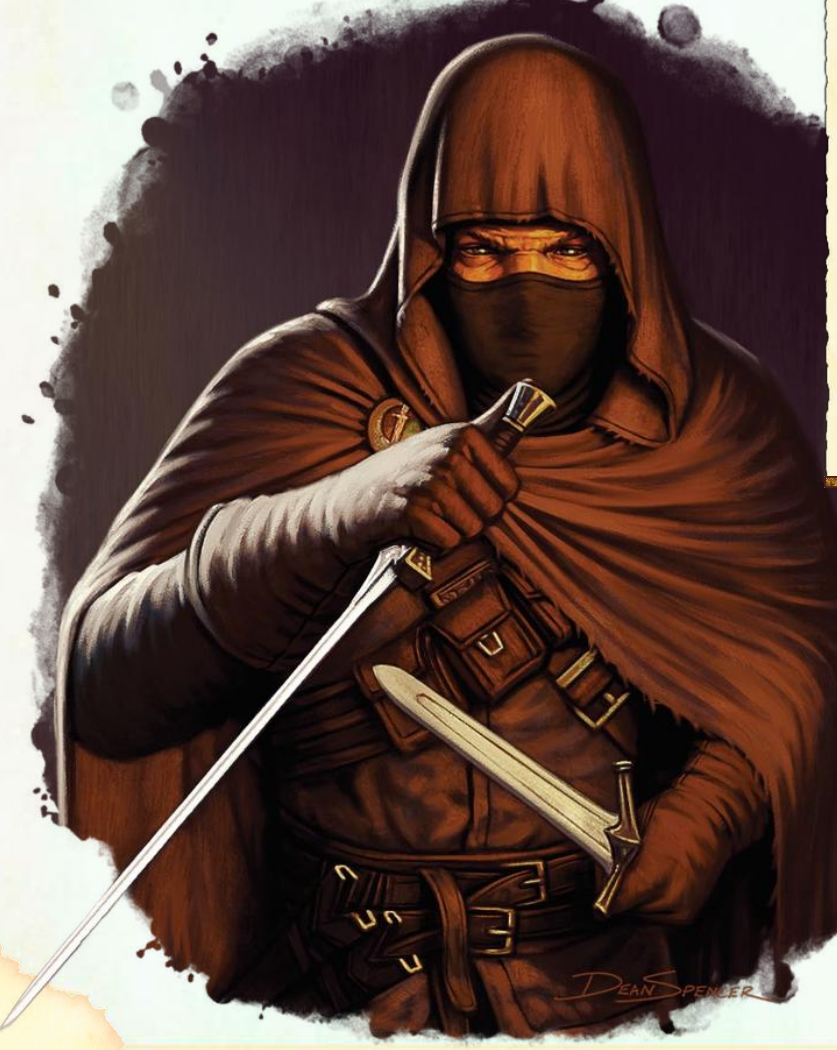
Shift. The grandfather of assassins moves up to half its speed without provoking opportunity attacks.

Vanish. The grandfather of assassins performs a Hide action. It can move up to half its speed before or after this action.

Attack (Costs 2 Actions). The grandfather of assassins makes a weapon attack.

Reactions

Uncanny Dodge. The grandfather of assassins halves the damage that it takes from an attack that hits it. The grandfather of assassins must be able to see the attacker.



Grandfather of Assassins

A Grandfather of Assassins is the most skilled master assassin, and normally is the ultimate head of a network of Assassins's Guilds. His or her name is well known and greatly feared throughout the realm. Only a few, or none at all, know his or her true identity.

Loremaster

Loremasters are versatile wizards who specializes in understanding how magic works. Most are wizard scholars but a few become mercenaries or adventurers to earn coin that can fund their research.

Loremasters are able to alter and switch the of a mechanics of a spell, whether switching its energy type or how it manifests and affects a target.

Loremaster

Medium Humanoid, Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	13 (+1)	15 (+2)

Saving Throws Int +9, Wis +5
Skills Arcana +13, History +13, Nature +13, Religion +13
Senses passive Perception 11
Languages any five languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) force damage.

Elemental Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage (loremaster's choice).

Spellcasting. The loremaster casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *mage hand, message, minor illusion, prestidigitation*
2/day each: *dispel magic*
1/day each: *chain lightning, cone of cold, delayed blast fireball, fireball, fire shield, incendiary cloud, mage armor, stoneskin*

Bonus Actions

Alter Energy Type (1/Turn). When the loremaster casts a spell and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list.

Alter Saving Throw (Recharges after a Short or Long Rest). When the loremaster casts a spell and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice.

Arcane Step (3/Day). The loremaster teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Reactions

Negate Spell (3/Day). The loremaster tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the loremaster makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

Protective Shield (3/Day). When the loremaster or a creature within 10 feet of it is hit by an attack roll, the loremaster gives the target a +5 bonus to its AC until the start of the loremaster's next turn, which can cause the triggering attack roll to miss.

MAGESLAYERS

Mageslayers are warrior sorcerers that have trained in dealing with and defeating spellcasters. Their arcane repertoire consists of spells that counter and dispel enemy magic. In addition, their weapon attacks can disrupt enemy concentration.

MAGESLAYER

Medium Humanoid, Any Alignment

Armor Class 15 (chain shirt)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6
Skills Arcana +4, Perception +4
Senses passive Perception 14
Languages any two languages (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The mageslayer makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 3 (1d6) psychic damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Disrupting Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) psychic damage, and the target must succeed on a DC 14 Constitution saving throw or be incapacitated and its speed halved until the end of the mageslayer's next turn.

Spellcasting. The mageslayer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *gust, mage hand, message, true strike*
1/day each: *detect magic, dispel magic, haste, mind spike, vortex warp*

BONUS ACTIONS

Arcane Step (1/Day). The mageslayer teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Quickened Spell (2/Day). The mageslayer uses Spellcasting.

Subtle Spell (2/Day). The mageslayer uses Spellcasting, requiring no somatic or verbal components.

REACTIONS

Mage Strike. When a creature within 5 feet of the mageslayer casts a spell, the mageslayer can make a melee weapon attack against that creature.

Negate Spell (Recharge 5–6). The mageslayer tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the mageslayer makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

MAGESLAYER, ELITE

Medium Humanoid, Any Alignment

Armor Class 15 (chain shirt)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Int +5, Wis +6, Cha +8
Skills Arcana +5, Perception +6
Senses passive Perception 16
Languages any two languages (usually Common)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The mageslayer makes three Longsword attacks or two Disrupting Bolt attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 7 (2d6) psychic damage and the creature has disadvantage on the saving throw it makes to maintain its concentration.

Disrupting Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 13 (2d8 + 4) psychic damage, and the target must succeed on a DC 16 Constitution saving throw or be incapacitated and its speed halved until the end of the mageslayer's next turn.

Spellcasting. The mageslayer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

At will: *gust, mage hand, message, true strike*
2/day: *detect magic, dispel magic, mind spike, vortex warp*
1/day each: *banishment, haste, synaptic static*

BONUS ACTIONS

Arcane Step (1/Day). The mageslayer teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

Quickened Spell (3/Day). The mageslayer uses Spellcasting.

Subtle Spell (3/Day). The mageslayer uses Spellcasting, requiring no somatic or verbal components.

REACTIONS

Mage Strike. When a creature within 5 feet of the mageslayer casts a spell, the mageslayer can make a melee weapon attack against that creature.

Negate Spell (Recharge 4–6). The mageslayer tries to interrupt a spell he sees a creature casting within 60 feet of him. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the mageslayer makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

Mastermind

Medium Humanoid, Any Non-Lawful

Armor Class 18 (*+2 studded leather armor*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Dex +8, Int +7, Wis +7
Skills Deception +11, Insight +11, Perception +11, Stealth +12
Senses passive Perception 21
Languages any four languages (usually Common)
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Cunning Presence. An ally that starts is turn within 30 feet of this mastermind and can see and hear this mastermind can take the Dash, Disengage, or Hide action as a bonus action, provided the mastermind isn't incapacitated.

Evasion. If the mastermind is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mastermind instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The mastermind deals an extra 24 (7d6) damage when the mastermind hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mastermind that isn't incapacitated and the mastermind doesn't have disadvantage on the attack roll.

Actions

Multiattack. The mastermind makes two melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Bonus Actions

Cunning Action. The mastermind takes the Dash, Disengage, or Hide action.

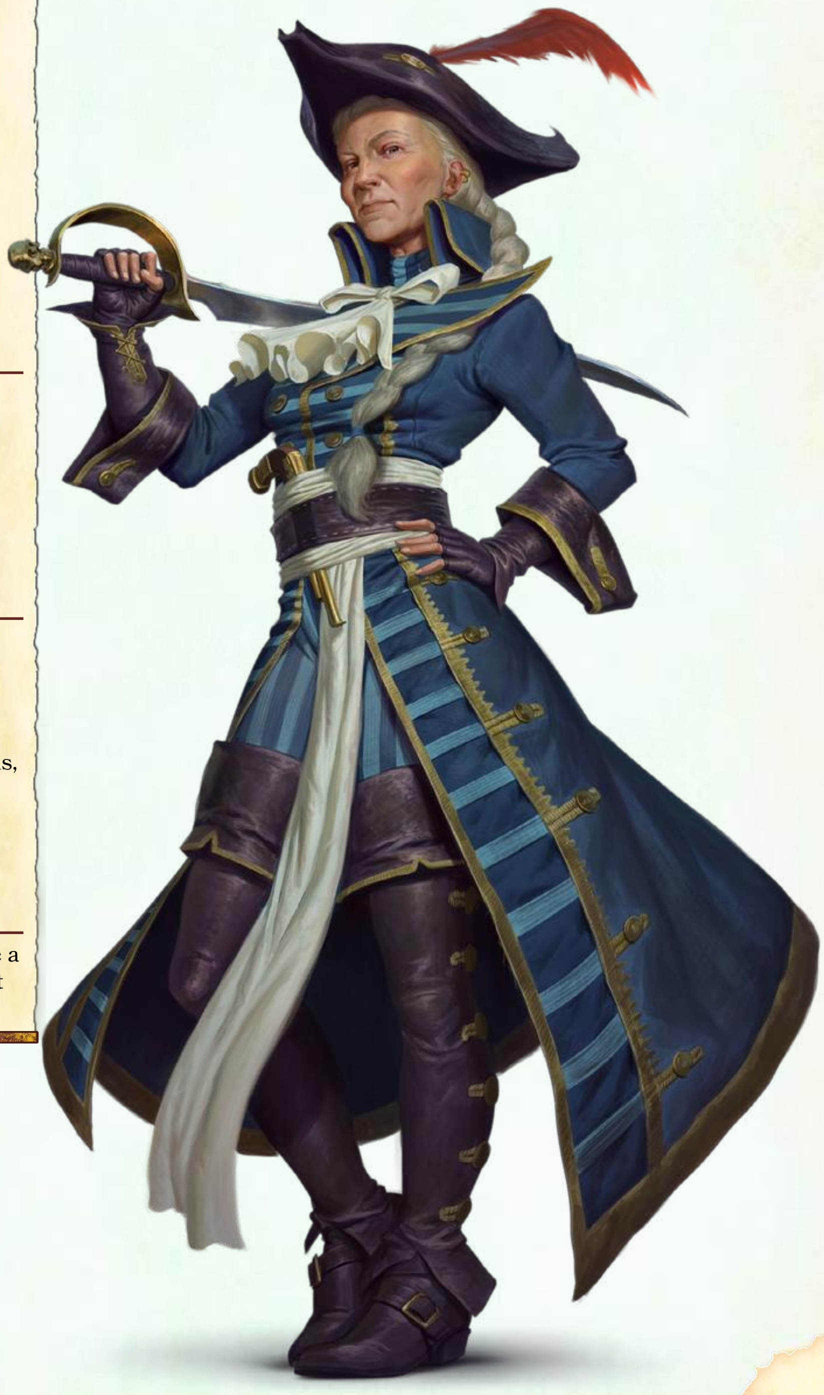
Cunning Insight (Recharge 5–6). The mastermind chooses a target it can see within 30 feet of it. The mastermind and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws against the target. In addition, the target has disadvantage on ability checks and attack rolls made against the mastermind. These effects last until the start of the mastermind's next turn.

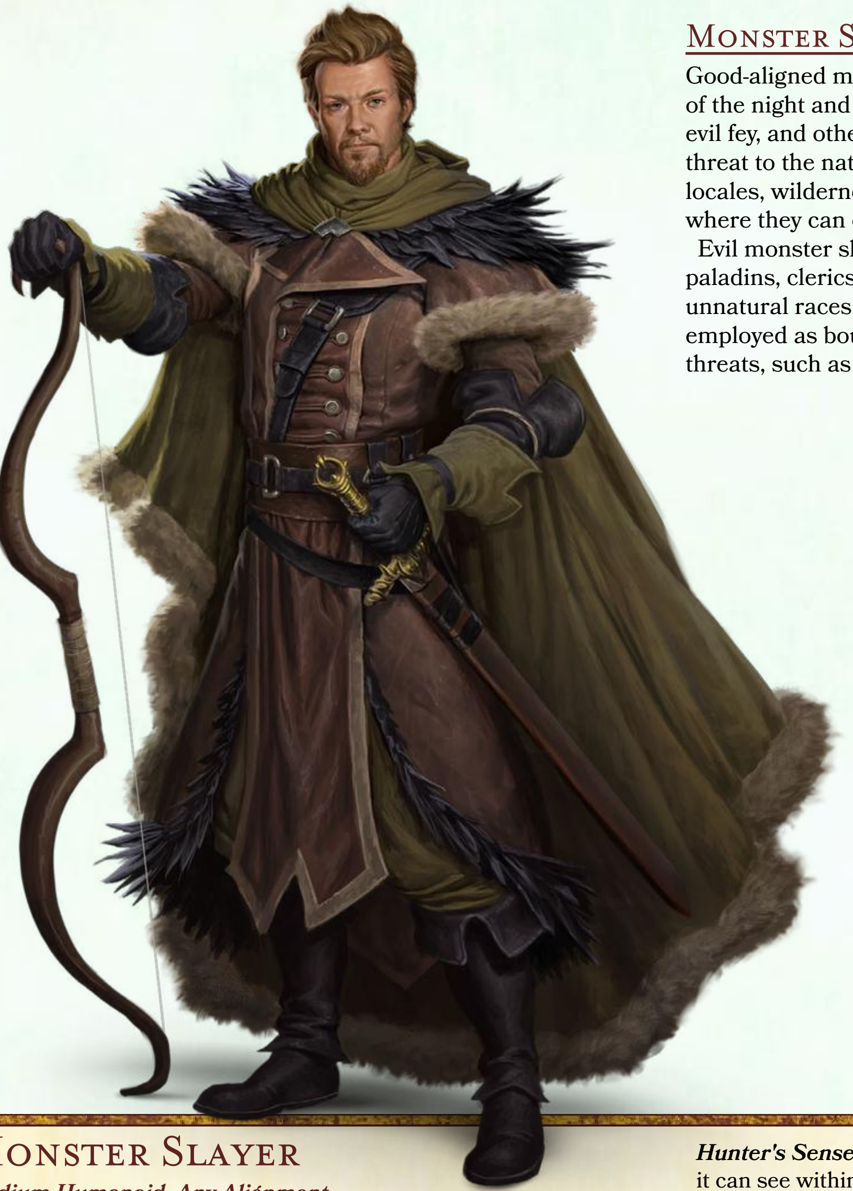
Reactions

Misdirection. When the mastermind is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead.

Mastermind

A mastermind is the calculating, deceitful tactician who constantly influences, schemes, and manipulates. It sees everyone as pawns it can use to further its goals. It never willingly engages in combat unless it believes it has the advantage, and is highly observant and insightful. It can recognize an enemy's weaknesses and immediately form strategies that take advantage of it.





MONSTER SLAYERS

Good-aligned monster slayers are dedicated hunters of creatures of the night and dark magic users. They hunt down undead, fiends, evil fey, and other evil threats because they believe they are a threat to the natural world. They are often encountered in desolate locales, wilderness frontiers, and other fringes of civilization, where they can offer their services.

Evil monster slayers hunt any supernatural threat, such as bards, paladins, clerics, sorcerers, and warlocks, as well as any of the unnatural races, such as tieflings and aasimars. They are often employed as bounty hunters or assassins to deal with magical threats, such as a party of adventurers.

MONSTER SLAYER

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +6, Dex +6, Con +7
Skills Perception +5, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Weapons. The monster slayer's weapon attacks are magical.

ACTIONS

Multiattack. The monster slayer makes two *+1 Longsword* attacks or two *+1 Longbow* attacks.

+1 Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 4 (1d8) poison damage.

+1 Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage.

Hunter's Sense (2/Day). The monster slayer chooses one creature it can see within 60 feet of it. It immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, it will sense that it has no damage immunities, resistances, or vulnerabilities.

Spellcasting. The monster slayer casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

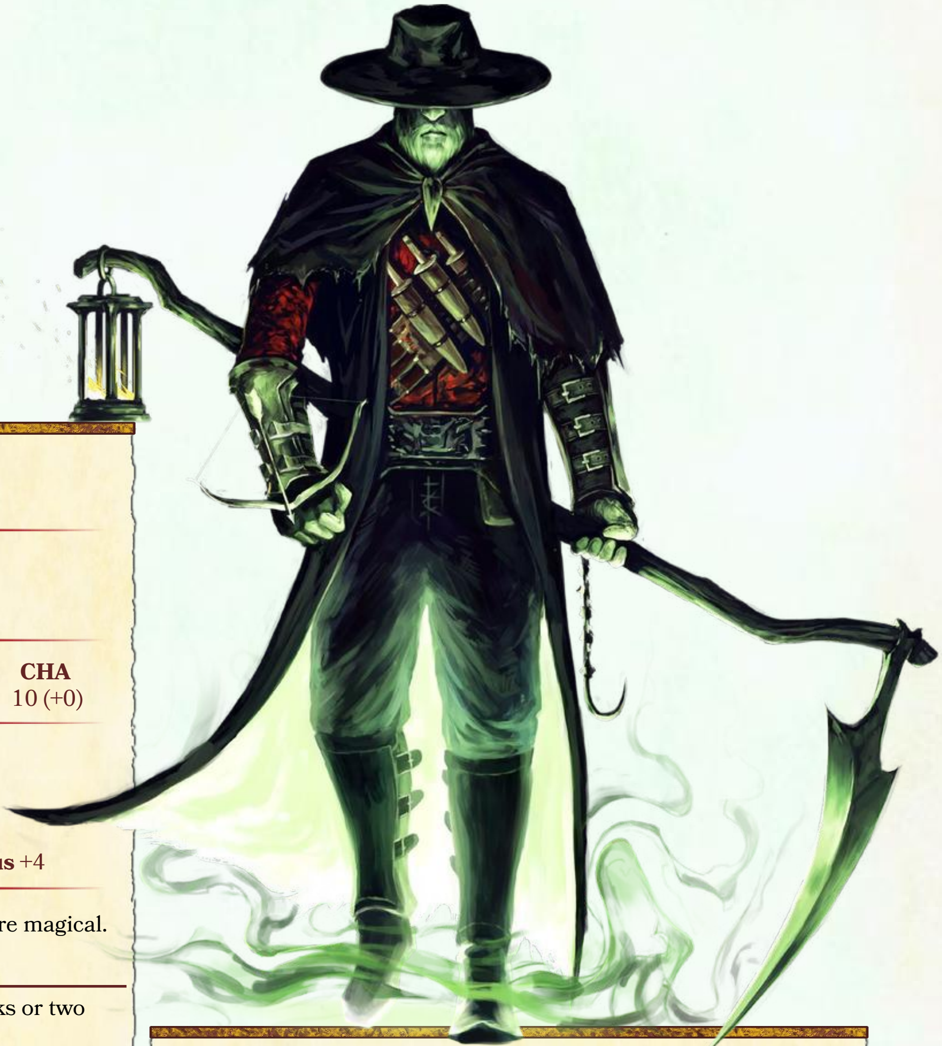
1/day each: *conjure barrage, flame arrows*

BONUS ACTIONS

Slayer's Prey (Recharges after a Short or Long Rest). The monster slayer designates one creature it can see within 60 feet of it. The first time each turn that the monster slayer hits that target with a weapon attack, it takes an extra 1d6 damage from that weapon. In addition, whenever the target forces the monster slayer to make a saving throw and whenever the monster slayer makes an ability check to escape that target's grapple, it can add 1d6 to its roll.

Swift Spellcasting. The monster slayer casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

3/day: *ensnaring strike, hunter's mark, zephyr strike*



MONSTER SLAYER, ELITE

Medium Humanoid, Any Alignment

Armor Class 18 (*+2 studded leather*)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +8, Dex +8, Con +8
Skills Perception +7, Survival +7
Senses passive Perception 17
Languages any one language (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Magic Weapons. The monster slayer's weapon attacks are magical.

ACTIONS

Multiattack. The monster slayer makes two melee attacks or two ranged attacks.

+2 Scythe. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

+2 Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Hunter's Sense (3/Day). The monster slayer chooses one creature it can see within 60 feet of it. It immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, it will sense that it has no damage immunities, resistances, or vulnerabilities.

Spellcasting. The monster slayer casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

1/day each: *banishment, conjure barrage, flame arrows, hold monster, steel wind strike*

BONUS ACTIONS

Slayer's Prey (Recharges after a Short or Long Rest). The monster slayer designates one creature it can see within 60 feet of it. The first time each turn that the monster slayer hits that target with a weapon attack, it takes an extra 1d6 damage from that weapon. In addition, whenever the target forces the monster slayer to make a saving throw and whenever the monster slayer makes an ability check to escape that target's grapple, it can add 1d6 to its roll.

Swift Spellcasting. The monster slayer casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15):

3/day: *ensnaring strike, hunter's mark, zephyr strike*

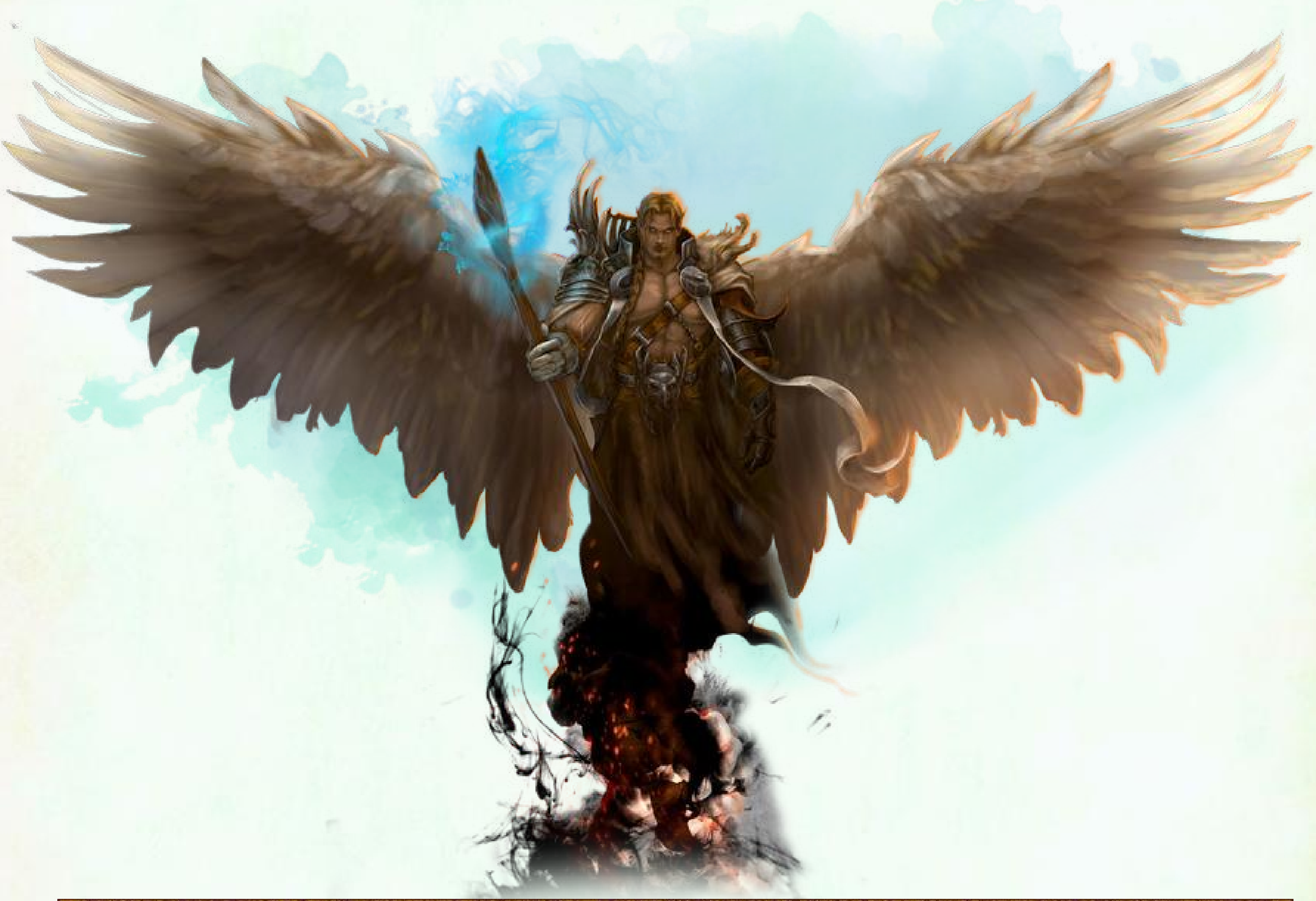
REACTIONS

Slayer's Counter. If the target of the monster slayer's Slayer's Prey forces the monster slayer to make a saving throw, the monster slayer can make one weapon attack against the target. The monster slayer makes this attack immediately before making the saving throw. If the attack hits, the monster slayer's save automatically succeeds, in addition to the attack's normal effects.

Magic-User's Nemesis (Recharges after a Short or Long Rest). When the monster slayer sees a creature casting a spell or teleporting within 60 feet of it, it can try to magically foil it. The creature must succeed on a DC 15 Wisdom saving throw or its spell or teleport fails and is wasted.

RADIANT SOUL

The radiant soul is a sorcerer that draws its arcane powers from its divine connection to a celestial source.



RADIANT SOUL

Medium Humanoid, Any Good Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 150 (20d8 + 60)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Con +8, Wis +8, Cha +10
Skills Perception +8, Religion +5
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Favored by the Gods (Recharges after a Short or Long Rest). When the radiant soul fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) force damage, or 6 (1d8 + 2) force damage if used with two hands, plus 13 (3d8) cold damage, and the target can't use reactions until the end of the radiant soul's next turn.

Radiant Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 28 (8d6) radiant damage, and the target must succeed on a DC 18 Constitution saving throw or be blinded until the end of the radiant soul's next turn.

Spellcasting. The radiant soul casts one of the following spells using Charisma as the spellcasting ability (spell save DC 18):

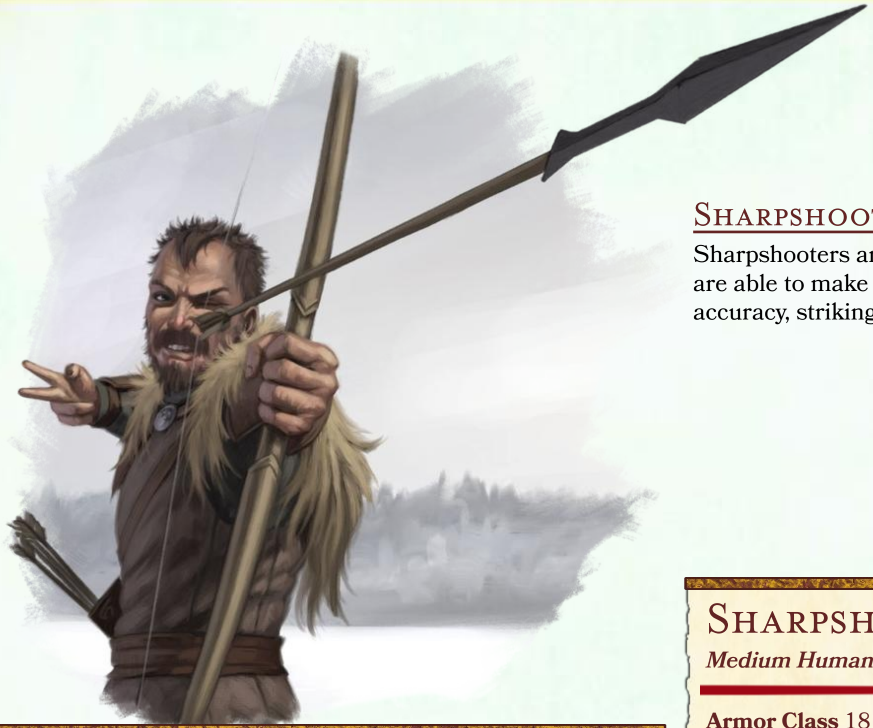
At will: *guidance, light, message, thaumaturgy*
3/day each: *beacon of hope, cure wounds, hold person*
1/day each: *chain lightning, greater invisibility, heal, mage armor, mass cure wounds, sunburst*

BONUS ACTIONS

Heightened Spell (3/Day). When the radiant soul casts a spell that forces a creature to make a saving throw to resist the spell's effects, the radiant soul gives one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell (3/Day). The radiant soul uses Spellcasting.

Unearthly Recovery (Recharges after a Long Rest). When the radiant soul has fewer than 75 hit points, it regains 75 hit points.



Sharpshooter

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +2, Dex +6, Con +4
Skills Perception +4, Survival +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Action Surge (Recharges after a Short or Long Rest). The sharpshooter can take one additional action on top of its regular action and possible bonus action.

Archery. The sharpshooter has a +2 bonus to ranged weapon attack rolls (included in the attack).

Sharpshooter. The sharpshooter's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the sharpshooter's ranged weapon attack rolls.

Actions

Multiattack. The sharpshooter makes two Longbow attacks or two Shortsword attacks.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Careful Eyes. The sharpshooter performs a Search action.

Steady Aim (3/Day). The sharpshooter takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the sharpshooter deals an extra 5 damage with each of its ranged weapon attacks against the target.

Sharpshooters

Sharpshooters are the highly-skilled archers that rarely miss, and are able to make incredible shots. Their arrows hit with deadly accuracy, striking those that are even protected by cover.

Sharpshooter, Elite

Medium Humanoid, Any Alignment

Armor Class 18 (*+1 studded leather*)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +3, Dex +8, Con +6
Skills Perception +6, Survival +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Action Surge (Recharges after a Short or Long Rest). The sharpshooter can take one additional action on top of its regular action and possible bonus action.

Archery. The sharpshooter has a +2 bonus to ranged weapon attack rolls (included in the attack).

Close Quarters Shooting. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on the sharpshooter's roll. In addition, if the sharpshooter hit a creature within 5 feet of it with a ranged attack on its turn, that creature can't take reactions until the end of this turn.

Sharpshooter. The sharpshooter's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the sharpshooter's ranged weapon attack rolls.

Actions

Multiattack. The sharpshooter makes three Longbow attacks or three Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

Bonus Actions

Careful Eyes. The sharpshooter performs a Search action.

Steady Aim (3/Day). The sharpshooter takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the sharpshooter deals an extra 10 damage with each of its ranged weapon attacks against the target.

WAR CASTERS

War casters are wizards who also train as fighters. They have adapted to use their magic while in close quarters combat, able to maintain concentrate better and follow up their spells with a weapon attack.

WAR CASTER

Medium Humanoid, Any Alignment

Armor Class 14 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Int +6, Wis +3
Skills Arcana +6, Perception +3
Senses passive Perception 13
Languages any four languages (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Battle Concentration. The war caster has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

ACTIONS

Multiattack. The war caster makes two Longsword attacks. Alternatively, it can make one Longsword attack and use Spellcasting.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 4 (1d8) force damage.

Spellcasting. The war caster casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, + 6 to hit with spell attacks):

Cantrips: *light, mage hand, ray of frost* (2d6), *true strike*
3/day: *scorching ray*
1/day each: *haste, thunder step, thunderwave, vampiric touch*

REACTIONS

Opportunity Spell. When a hostile creature's movement provokes an opportunity attack from the war caster, it can use its reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Shield (3/Day). The war caster casts *shield* using Intelligence as the spellcasting ability.

WAR CASTER, ELITE

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	18 (+4)	10 (+0)	10 (+0)

Saving Throws Con +7, Int +8, Wis +4
Skills Arcana +8, Perception +4
Senses passive Perception 14
Languages any five languages (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Battle Concentration. The war caster has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

ACTIONS

Multiattack. The war caster makes two Longsword attacks. Alternatively, it can make one Longsword attack and use Spellcasting.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) force damage.

Spellcasting. The war caster casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, + 8 to hit with spell attacks):

Cantrips: *light, mage hand, ray of frost* (3d6), *true strike*
3/day: *scorching ray*
1/day each: *cone of cold, globe of invulnerability, greater invisibility, haste, steel wind strike, thunder step, thunderwave, vampiric touch*

REACTIONS

Opportunity Spell. When a hostile creature's movement provokes an opportunity attack from the war caster, it can use its reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Shield (3/Day). The war caster casts *shield* using Intelligence as the spellcasting ability.

War Chanters

War chanters are bards that focuses on inspiring others to excel in combat or demoralize foes. They are capable warriors but they are valued for their ability to incite allies and weave bardic magic.

War Chanter

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Intimidation +7, Perception +3, Performance +7
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The war chanter makes two Rapier attacks or uses Mocking Word twice.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) psychic damage.

Mocking Word. The war chanter targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or take 7 (3d4) psychic damage and have disadvantage on its next attack roll before the end of its next turn.

Incite Allies (Recharges after a Long Rest). Up to three allies within 60 feet of the war chanter and can hear the war chanter can use its reaction to move up to half its speed and make one melee weapon attack.

Spellcasting. The war chanter casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *friends, message, minor illusion*
3/day each: *dissonant whispers*
1/day each: *beacon of hope, confusion, enemies abound, enthrall, hallucinatory terrain, shatter*

Bonus Actions

War Chant. The war chanter can perform a war chant that lasts until the start of the war chanter's next turn. The war chanter can select from one of three effects:

1. *Chant of Dread.* Provided the war chanter isn't incapacitated, an enemy that starts its turn within 60 feet of the war chanter and can hear the war chanter must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the war chanter's Chant of Dread for the next 24 hours.
2. *Chant of Ferocity.* Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
3. *Chant of Resolve.* Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on saving throws against being charmed and frightened until the start of its next turn.

War Chanter, Elite

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 84 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +6, Wis +4, Cha +7
Skills Intimidation +7, Perception +4, Performance +7
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The war chanter makes two Rapier attacks or uses Mocking Word twice.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) psychic damage.

Mocking Word. The war chanter targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 7 (3d4) psychic damage and have disadvantage on its next attack roll before the end of its next turn.

Incite Allies (Recharges after a Long Rest). Up to four allies within 60 feet of the war chanter and can hear the war chanter can use its reaction to move up to half its speed and make one melee weapon attack.

Bolster Allies (Recharges after a Long Rest). Up to four allies within 60 feet of the war chanter and can hear the war chanter gain 30 temporary hit points. The temporary hit points last for 1 minute.

Spellcasting. The war chanter casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *friends, message, minor illusion*
3/day each: *dissonant whispers*
1/day each: *beacon of hope, confusion, enemies abound, enthrall, hallucinatory terrain, mass cure wounds, Otto's irresistible dance, shatter*

Bonus Actions

War Chant. The war chanter performs a war chant that lasts until the start of the war chanter's next turn. The war chanter can select from one of three effects:

1. *Chant of Dread.* Provided the war chanter isn't incapacitated, an enemy that starts its turn within 60 feet of the war chanter and can hear the war chanter must succeed on a DC 15 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the war chanter's Chant of Dread for the next 24 hours.
2. *Chant of Ferocity.* Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
3. *Chant of Resolve.* Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on saving throws against being charmed and frightened until the start of its next turn.

Appendix B: Cultists

Cultists

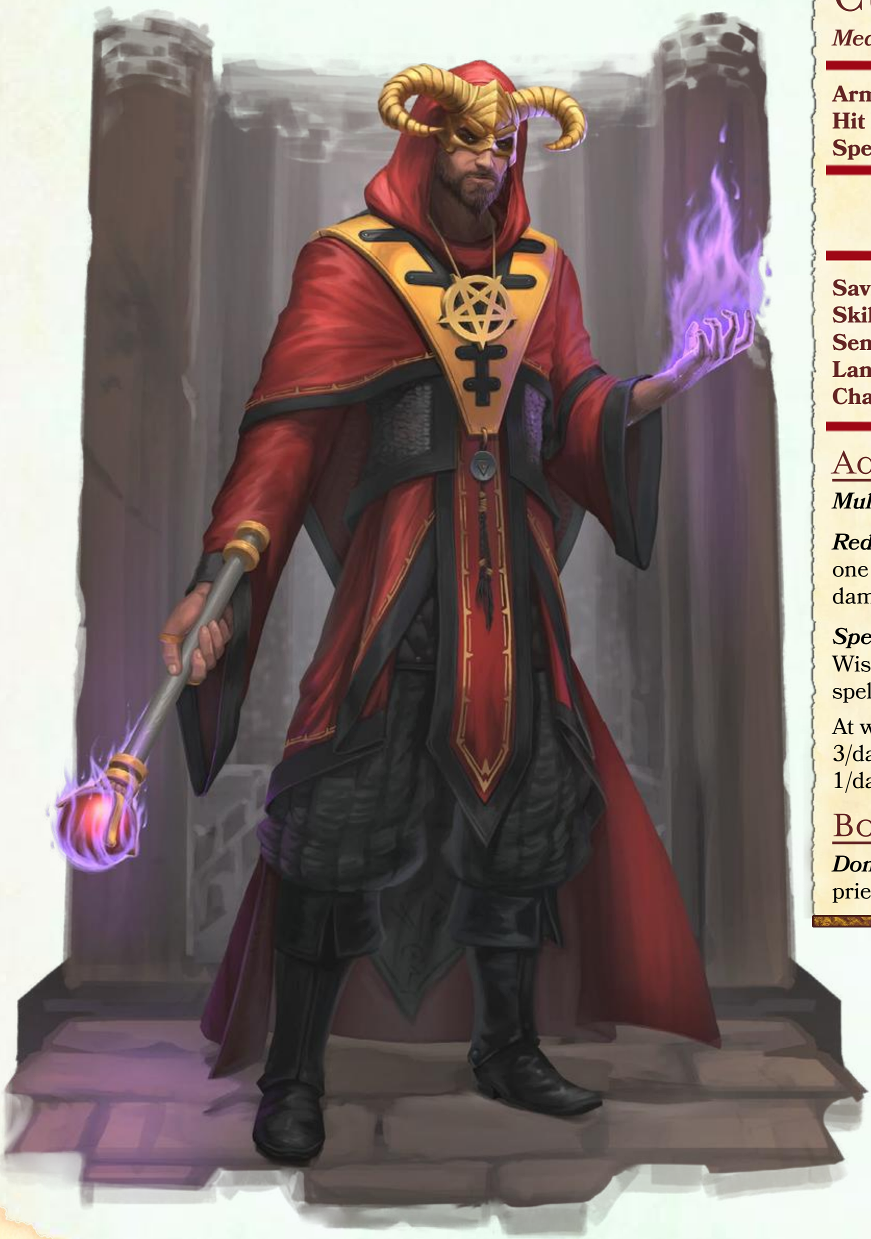
Presented in this section are cultist priests, high priests, and exarchs of Asmodeus, Demogorgon, Mephistopheles, and Orcus.

Cultists of Asmodeus

The Cult of Asmodeus is the largest and arguably the most feared of the diabolical cults. While other cults may worship different arch-devils, they must still acknowledge Asmodeus as the supreme leader that holds power and authority over them.

Power and Wealth. Although the cult may have fiendish and monstrous members, majority of its sects are secretly located in civilized human cities and a few from the other fair races. Those who join the cult mostly use the membership to take advantage of the cult's political reach and deep resources to gain wealth and power. As such, a large number of members are local politicians, merchants, and noblemen.

Shrewd Negotiators. However, some do join in hopes of following the ideology of Asmodeus and become priests. Like Asmodeus, the cultists see themselves cut above the rest, and are often regarded by others as arrogant, cruel, and elitist. But despite these negative qualities, majority of their membership are very sharp, intuitive, and very skillful diplomats, forming secret alliances and lucrative trade deals with various organizations, legitimate or not. They have been mostly successful due to their ability to use Dominance of Nessus, as well as their array of coercive spells. If they encounter a threat or problem, they rarely act on it themselves. Instead, they use or leverage other individuals, organizations, or cults to take care of it.



Cult Priest of Asmodeus

Medium Humanoid, Lawful Evil

Armor Class 13 (studded leather)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4
Skills Persuasion +6, Religion +4
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The cult priest makes two Red Scepter attacks.

Red Scepter (Mace). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 9 (2d8) psychic damage.

Spellcasting. The cult priest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *guidance*, *sacred flame* (2d8), *thaumaturgy*
3/day each: *command, hold person*
1/day each: *banishment, fear, flame strike*

Bonus Actions

Dominance of Nessus (2/Day). Saving throws made against the cult priest's spells this turn are made with disadvantage.

CULT HIGH PRIEST OF ASMODEUS

Medium Humanoid, Lawful Evil

Armor Class 15 (chain shirt)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Wis +7, Cha +6
Skills Insight +7, Persuasion +9, Religion +5
Senses passive Perception 14
Languages any three languages (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Demands of Nessus. At the start of each of the cult high priest's turns, it can choose one ally it can see within 30 feet of it. The chosen ally loses 10 hit points, and the cult high priest regains the same number of hit points. If the cult high priest is incapacitated, it makes no choice; instead, the closest ally within 30 feet is the chosen ally.

ACTIONS

Multiattack. The cult high priest makes two Red Scepter attacks.

Red Scepter (Mace). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 13 (3d8) psychic damage.

Spellcasting. The cult high priest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *guidance*, *sacred flame* (3d8), *thaumaturgy*
3/day each: *command, hold person*
1/day each: *banishment, bestow curse, confusion, dominate person, fear, flame strike, mass suggestion*

BONUS ACTIONS

Dominance of Nessus (3/Day). Saving throws made against the cult high priest's spells this turn are made with disadvantage.

CULT EXARCH OF ASMODEUS

Medium Humanoid, Lawful Evil

Armor Class 16 (*+2 studded leather*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Dex +6, Wis +9, Cha +7
Skills Insight +9, Persuasion +11, Religion +6
Senses passive Perception 15
Languages any three languages (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Demands of Nessus. At the start of each of the cult exarch's turns, it can choose one ally it can see within 30 feet of it. The chosen ally loses 10 hit points, and the cult exarch regains the same number of hit points. If the cult exarch is incapacitated, it makes no choice; instead, the closest ally within 30 feet is the chosen ally.

ACTIONS

Multiattack. The cult high priest makes two Red Scepter attacks.

Ruby Scepter (Mace). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 18 (4d8) psychic damage, and the target must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature is stunned until the end of the cult exarch's next turn.

Word of Submission (Recharges after a Long Rest). The cult exarch channels the voice of Asmodeus through a word of power. Each creature of the cult exarch's choice that is within 60 feet of it, can hear it, and not already affected by Word of Submission must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature takes 18 (4d8) psychic damage is frightened for 1 minute. A creature frightened in this way is stunned. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to Word of Submission for the next 24 hours. On a successful save, the creature takes half as much damage and isn't frightened.

Spellcasting. The cult exarch casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *guidance*, *sacred flame* (4d8), *thaumaturgy*
3/day each: *command, hold person*
1/day each: *antimagic field, banishment, bestow curse, confusion, dominate monster, dominate person, fear, flame strike, project image*

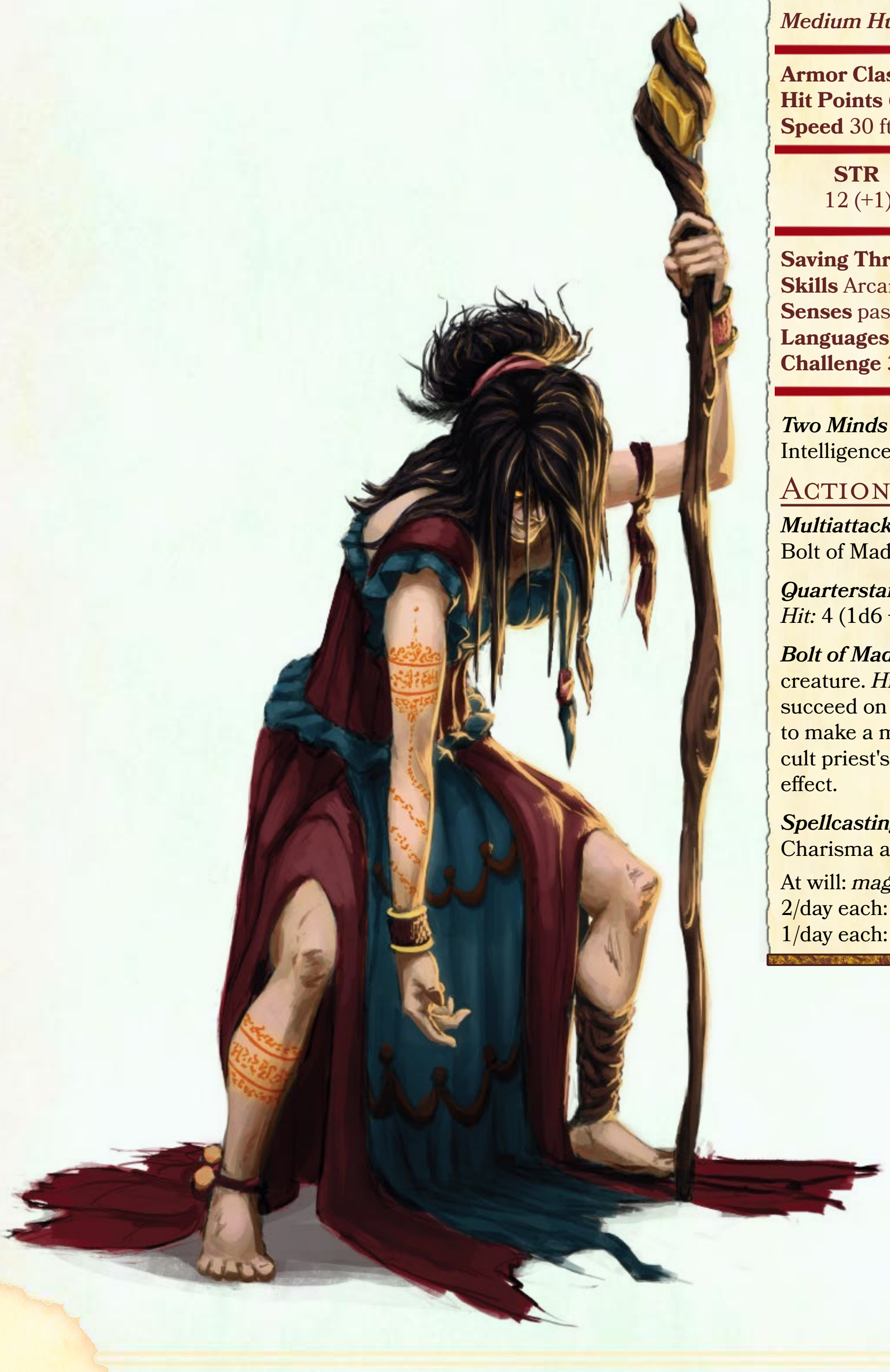
BONUS ACTIONS

Dominance of Nessus (4/Day). Saving throws made against the cult exarch's spells and actions this turn are made with disadvantage.

Cultists of Demogorgon

The Cult of Demogorgon is not a true organization. Instead, it is a set of loosely connected covens of various sizes. Majority of the cultists are fiends and intelligent aberrations. Their humanoid members are comprised of mostly bandits, thugs, and social outcasts. They do have two common sets of attributes - all share some form of deformity and a level of deranged sociopathy. Most, if not all, are psychopathic killers who hear the voice of their master.

Double Headed. Each coven is often led by two heads, each symbolizing demogorgon's twin heads, Aameul and Hathradiah. These two heads lead separate groups, each with their own objectives. They clash with each other as often as they cooperate together. While their methods are not efficient, the horrific trail of bodies they leave sow chaos and fear in most civilized lands.



Cult Head of Demogorgon

High priests who have proven themselves worthy of Demogorgon are gifted by the demon prince with deformities, most commonly sprouting an extra grotesque limb or an arm that mutates into a tentacle. These deformities imbue the high priests with additional abilities which eventually allows them to take the position of exarch.

Cult Priest of Demogorgon

Medium Humanoid, Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	6 (-2)	15 (+2)

Saving Throws Wis +0, Cha +4
Skills Arcana +3, Religion +3
Senses passive Perception 8
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Two Minds of Chaos. The cult priest has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Actions

Multiattack. The cult priest makes two Quarterstaff attacks or two Bolt of Madness attacks.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) psychic damage.

Bolt of Madness. *Ranged Spell Attack:* +4 to hit, range 90 ft., one creature. *Hit:* 9 (2d6 + 2) psychic damage, and the target must succeed on a DC 12 Wisdom saving throw or it must use its reaction to make a melee weapon attack against one visible creature of the cult priest's choice. Constructs and Undead are immune to this effect.

Spellcasting. The cult priest casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12):

At will: *mage hand, message, minor illusion*
2/day each: *crown of madness, mirror image*
1/day each: *contagion, Evard's black tentacles, fear*

Cult High Priest of Demogorgon

Medium Humanoid, Chaotic Evil

Armor Class 15 (chain shirt)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	14 (+2)	6 (-2)	16 (+3)

Saving Throws Wis +1, Cha +6
Skills Perception +1, Religion +5
Senses passive Perception 11
Languages any two languages (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The cult high priest uses Insanity Gaze. It then makes two Quarterstaff attacks or two Bolt of Madness attacks.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 10 (3d6) psychic damage.

Bolt of Madness. *Ranged Spell Attack:* +6 to hit, range 90 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or it must use its reaction to make a melee weapon attack against one visible creature of the cult high priest's choice. Constructs and Undead are immune to this effect.

Insanity Gaze. The cult high priest fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on DC 14 Wisdom saving throw or suffer the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of the cult high priest's next turn.

Spellcasting. The cult high priest casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand, message, minor illusion*
2/day each: *crown of madness, mirror image*
1/day each: *bestow curse, contagion, Evard's black tentacles, fear, harm*

Cult Head of Demogorgon

Medium Humanoid, Chaotic Evil

Armor Class 17 (*+2 studded leather*)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	12 (+1)	6 (-2)	18 (+4)

Saving Throws Con +7, Wis +2, Cha +8
Skills Perception +2, Religion +5
Senses passive Perception 12
Languages any two languages (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The cult head uses Insanity Gaze. It then makes two Quarterstaff attacks or two Bolt of Madness attacks.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 10 (3d6) psychic damage.

Bolt of Madness. *Ranged Spell Attack:* +8 to hit, range 90 ft., one creature. *Hit:* 11 (2d6 + 4) psychic damage, and the target must succeed on a DC 16 Wisdom saving throw or it must use its reaction to make a melee weapon attack against one visible creature of the cult head's choice. Constructs and Undead are immune to this effect.

Insanity Gaze. The cult head fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on DC 16 Wisdom saving throw or suffer the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of the cult head's next turn.

Spellcasting. The cult head casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

At will: *mage hand, message, minor illusion*
2/day each: *crown of madness, fear, mirror image*
1/day each: *bestow curse, contagion, Evard's black tentacles, gate, harm, maddening darkness*

Duplicate Self (Recharge 5–6). The cult head creates an illusory duplicate of itself, which appears in its space and lasts for 1 minute. On its turn, the cult head can move the illusory duplicate a distance equal to its walking speed (no action required). The first time a creature or an object interacts physically with cult head (for example, by hitting it with an attack), there is a 50 percent chance that the illusory duplicate is affected, not the cult head, in which case the illusion disappears.

Bonus Actions

Divine Word. The cult head casts *divine word* using Charisma as the spellcasting ability

Cultists of Mephistopheles

Centuries ago Mephistopheles discovered and harnessed hellfire, a new magical fiery substance of his design. He has since abandoned it for other projects, but his cultists continued to use the name for its members.

Knowledge Collectors. Majority of the cult's members are mages, sages, and scholars that seek long-lost or forbidden knowledge that they normally can't access themselves. The members work tirelessly to accumulate such knowledge, and scheme to acquire more. When news of an important discovery reaches them - such as finding an ancient set of elven ruins or a legendary archmage's tomb, the cult mobilizes immediately and sends its cadre of hellfire disciples and stewards to get to the location and deal with anyone that would challenge them from plundering the place.

Hellfire Disciple

Medium Humanoid, Lawful Evil

Armor Class 13 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Wis +4, Cha +2
Skills Arcana +4, Religion +4
Senses passive Perception 12
Languages any three languages (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Spellshield. The hellfire disciple has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Actions

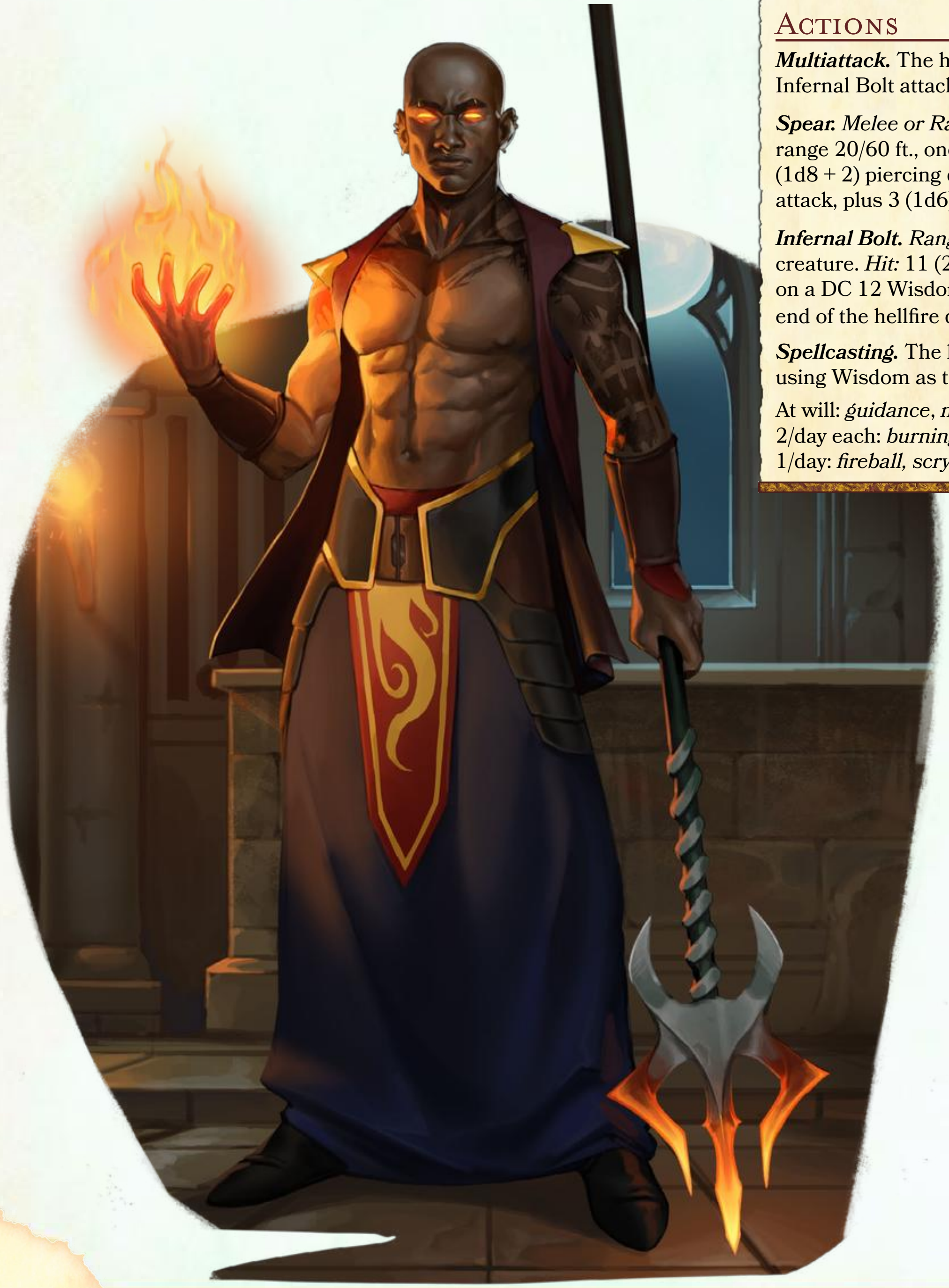
Multiattack. The hellfire disciple makes two Spear attacks or two Infernal Bolt attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Infernal Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 11 (2d8 + 2) fire damage, and the target must succeed on a DC 12 Wisdom saving throw or become frightened until the end of the hellfire disciple's next turn.

Spellcasting. The hellfire disciple casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, mending, thaumaturgy*
2/day each: *burning hands, flaming sphere*
1/day: *fireball, scrying, wall of fire*



Hellfire Steward

Medium Humanoid, Lawful Evil

Armor Class 14 (chain shirt)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	17 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3
Skills Arcana +6, Religion +6
Senses passive Perception 13
Languages any four languages (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Spellshield. The hellfire steward has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Actions

Multiattack. The hellfire steward makes two Spear attacks or two Infernal Bolt attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Infernal Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 12 (2d8 + 3) fire damage, and the target must succeed on a DC 12 Wisdom saving throw or become frightened until the end of the hellfire steward's next turn.

Spellcasting. The hellfire steward casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):

At will: *guidance, mending, thaumaturgy*
2/day each: *burning hands, fireball, flaming sphere*
1/day each: *chain lightning, dispel magic, scrying, wall of fire*

Reactions

Negate Spell (1/Day). The hellfire steward tries to interrupt a spell it sees a creature casting within 60 feet of it. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is 4th level or higher, the hellfire steward makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

Hellfire Magistrate

Medium Humanoid, Lawful Evil

Armor Class 16 (breastplate)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	18 (+4)	19 (+4)	10 (+0)

Saving Throws Dex +6, Wis +8, Cha +4
Skills Arcana +8, Religion +8
Senses passive Perception 14
Languages any four languages (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Spellshield. The hellfire magistrate has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Actions

Multiattack. The hellfire magistrate makes two Hellfire Spear attacks or two Infernal Bolt attacks.

Hellfire Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) fire damage. Any humanoid killed by Hellfire Spear has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. The creature can be restored to life only by means of a *wish* spell followed by a *true resurrection* spell.

Spellcasting. The hellfire magistrate casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16):

At will: *guidance, mending, thaumaturgy*
2/day each: *fireball, flaming sphere, wall of fire*
1/day each: *antimagic field, chain lightning, dispel magic, scrying*

Reactions

Absorb Spell (2/Day). The hellfire magistrate tries to interrupt a spell it sees a creature casting within 60 feet of it. If the spell is 3rd level or lower, the spell fails and has no effect, and the hellfire magistrate regains hit points equal to the spell's level. If the spell is 4th level or higher, the hellfire magistrate makes a Charisma check against a DC of 10 + the spell's level. On a success, the spell fails and has no effect.

Protective Shield (2/Day). When the hellfire magistrate is hit by an attack roll, the hellfire magistrate gains a +5 bonus to his AC until the start of the his next turn, which can cause the triggering attack roll to miss.

CULTISTS OF ORCUS

Of all of the demon lords of the Abyss, Orcus, the Demon Prince of Undeath, claims the largest amount of followers. It has therefore spawned scores of cults with diversified objectives, but all fall under three major doctrines.

Necromantic Practitioners. The first one is mastery of necromancy, which is the most common type of cult of Orcus. Members of this type of cult are mages and priests who seek power over mortality, utilizing undead minions to further their goals and aspirations.

Undead Master Race. The second doctrine is the support of undeath or power over the living. Majority of its members are undead themselves and seek to add more to its ranks while those who live use the remainder of their mortal lives to infiltrate and set up shop in major cities to establish a steady source of fresh bodies. Members of these types of cults are undead that require sustenance, knowledge, or the arts, such as vampires and liches, and other intelligent undead.

Insane Nihilists. The third most common doctrine is the true goal of Orcus, which is to seek an end to all life in the cosmos, replacing the living with undead who serve only him. Cult members of this type are mostly insane, deranged, and suicidal. Those that work in large groups carry out mass murders, attacking small villages and hamlets, while those that work in smaller groups or individually, operate like serial killers and hide in plain sight within bustling and thriving cities.

Deathpriests. Majority of divine spellcasters who worship Orcus, no matter the doctrine, call themselves deathpriests. Blessed by the Prince of Undeath, they are able to cast necromantic spells that are normally only available to arcane spellcasters.

DEATHPRIEST OF ORCUS

Medium Humanoid, Neutral Evil or Chaotic Evil

Armor Class 13 (chain shirt)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3
Skills Arcana +3, Religion +3
Senses passive Perception 13
Languages any two languages (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Undying Soul (Recharges after a Short or Long Rest). If the deathpriest is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. If it succeeds, it is instead reduced to 1 hit point.

ACTIONS

Multiattack. The deathpriest makes two Sickle attacks or two Necrotic Bolt attacks.

Sickle. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 4 (1d8) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage.

Spellcasting. The deathpriest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *blindness/deafness, false life*
1/day each: *animate dead* (as an action)*, cloudkill, vampiric touch*

High Deathpriest of Orcus

Medium Humanoid, Neutral Evil or Chaotic Evil

Armor Class 15 (*+1 chain shirt*)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	14 (+2)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Arcana +5, Religion +5
Senses passive Perception 13
Languages any three languages (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Death. The high deathpriest emanates a deathly aura that extends 30 feet in every direction from its space while it isn't incapacitated. The aura is blocked by total cover. While in the aura, the high deathpriest and any Undead ally are immune to the frightened condition and have resistance to radiant damage. Enemies suffer disadvantage on death saving throws while in the aura.

Undying Soul (Recharges after a Short or Long Rest). If the high deathpriest is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. If it succeeds, it is instead reduced to 1 hit point.

Actions

Multiattack. The high deathpriest makes two Sickle attacks or two Necrotic Bolt attacks.

Sickle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage plus 9 (2d8) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, and the target can't regain hit points until the start of the high deathpriest's next turn.

Spellcasting. The deathpriest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *blindness/deafness, false life, vampiric touch*
1/day each: *animate dead* (as an action) *banishment, circle of death, cloudkill, contagion*

Deathpriest Exarch of Orcus

Medium Humanoid, Neutral Evil or Chaotic Evil

Armor Class 16 (*+2 chain shirt*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Wis +8, Cha +5
Skills Arcana +7, Religion +7
Senses passive Perception 14
Languages any four languages (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Death. The deathpriest exarch emanates a deathly aura that extends 30 feet in every direction from its space while it isn't incapacitated. The aura is blocked by total cover. While in the aura, the deathpriest exarch and any Undead ally are immune to the frightened condition and have resistance to radiant damage. Enemies suffer disadvantage on death saving throws while in the aura.

Undying Soul (Recharges after a Short or Long Rest). If the deathpriest exarch is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. If it succeeds, it is instead reduced to 1 hit point.

Actions

Multiattack. The deathpriest exarch makes two Bone Mace attacks or two Necrotic Bolt attacks.

Bone Mace. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 13 (3d8) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Necrotic Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target can't regain hit points until the start of the high exarch's next turn.

Spellcasting. The deathpriest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *animate dead* (as an action), *blindness/deafness, false life, vampiric touch*
1/day each: *Abi-Dalzim's horrid wilting, banishment, circle of death, cloudkill, contagion, finger of death*

Summon Undead (1/Day). The deathpriest exarch conjures Undead creatures no higher than CR 5 and whose combined average hit points don't exceed 150. These Undead magically rise up from the ground or otherwise form in unoccupied spaces within 60 feet of the deathpriest exarch and obey its commands until they are destroyed, until it dismisses them as an action, or 8 hours have passed.

APPENDIX C: NEW SPELLS

UNHOLY AURA

8th-level abjuration

Casting Time 1 action
Range self
Components V, S, M (a tiny reliquary worth at least 1,000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from an unholy text).
Duration: Concentration, up to 1 minute.

Necrotic energy slithers out from you and coalesces in a dark essence in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell are enshrouded in shadowy tendrils and have advantage on all saving throws against spells cast by good-aligned creatures and creatures have disadvantage on attack rolls against them until the spell ends. In addition, when an attacker hits an affected creature with a melee attack, the attacker must succeed on a Constitution saving throw or the attacker's Strength score is reduced by 1d4. The attacker dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a Short or Long rest.

UNHOLY WEAPON

5th-level evocation

Casting Time 1 bonus action
Range Touch
Components V, S
Duration: Concentration, up to 1 hour.

You imbue a weapon you touch with unholy power. Until the spell ends, the weapon shimmers with a dark, pulsating purplish aura. In addition, weapon attacks made with it deal an extra 2d8 necrotic damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of necrotic energy. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effect.

WALL OF IRON

5th-level evocation

Casting Time 1 action
Range 120 feet
Components V, S, M (A piece of sheet iron plus gold worth 50 gp)
Duration: Concentration, up to 10 minutes.

A nonmagical wall of solid iron springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-10-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of iron that can be damaged and thus breached. Each panel has AC 18 and 60 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

APPENDIX D: CREATURES BY CHALLENGE RATING

CR 1/8

Goblin Zombie 267
Kobold Zombie 269

CR 1/4

Bullywug Zombie 263
Hobgoblin Zombie 268
Lizardfolk Zombie 269
Wolf Zombie 271
Xvart Cutthroat 249

CR 1/2

Derro Thug 76
Goblin Archer 156
Grung Hunter 166
Kobold Archer 180
Orc Zombie 270
Vegepygmy Warrior 242

CR 1

Abyssal Skulker 65
Ambush Drake 108
Battle Smith's Iron Defender 278
Bugbear Zombie 262
Chitine Warrior 53
Darkling Creeper 58
Derro Berserker 74
Dire Corby 92
Drow Soldier 114
Duergar Battlesmith's Iron Defender (Spider Form) 116
Gnoll Archer 153
Goblin Worg Rider 157
Grung Sorcerer 167
Hobgoblin Hoplite 173
Hunter Shark Zombie 269
Jovoc 69
Tortle Monk 234
Trapper, Young 236
Troll Whelp 239
Vegepygmy Shaman 242

CR 2

Barghest Whelp 33
Bunyip 48
Carrion Crawler Zombie 263
Catoblepas Calf 50
Chitine Skulker 53
Choker Cavestalker 55
Derro Hookguard 75
Dire Vargouille 241
Duergar Sergeant 119
Firenewt Zealot 127
Gnoll Berserker 153
Gnoll Skirmisher 154
Goblin Sorcerer 157
Greenspawn Leaper 104
Grimlock Witch Doctor 165
Grung Shaman 166
Hobgoblin Bladebearer 173
Hobgoblin Sergeant 174
Kobold Shaman 182
Kobold Trapmaker 183
Meazel Thug 196
Owlbear Zombie 270
Pulverizer 57
Sea Spawn Stinger 224
Troll Zombie 271
Xvart Shaman of Raxivort 249
Xvart Verminlord 250

CR 3

Aranea 6
Arcane Trickster 273
Barbarian 276
Bluespawn Ambusher 102
Boggle Trickster 43
Bugbear Beast Shaman 46
Cult Priest of Asmodeus 294
Cult Priest of Demogorgon 296
Darkling Skulker 60
Deathpriest of Orcus 300
Destrachan 77
Dire Corby Alpha 92
Duergar Bombardier 117
Duergar Slavemaster 119
Elder Ambush Drake 108
Firenewt War Priest of Imix 127
Gnoll Sharpshooter 154
Goblin Assassin 156
Greater Nilbog 209
Greater Vargouille 241
Grimlock Warlock 165
Grung Sovereign 167
Hammerer 57
Hellfire Disciple 298
Hill Giant Zombie 267
Hobgoblin Sharpshooter 175
Kobold Arcane Trickster 180
Kobold Boss 180
Lizardfolk Arcane Archer 188
Meazel Shadow Mage 196
Meenlock Stalker 198
Ogre Witch Doctor 212
Orc Mauler 215
Orc Sharpshooter 216
Orc War Chanter 217
Quickling Captain 218
Ranaeloth 260
Sea Spawn Pincer 223
Sea Spawn Shocker 223
Sharpshooter 291
Tortle Scout 234
Verbeeg 243
Xvart Speaker 249
Yuan-ti Spy 256

CR 4

Bugbear Assassin 45
Bugbear Huntmaster 46
Deep Scion Thug 64
Derro Taskmaster 76
Dirgesinger 281
Drow Lolth's Sting 113
Duergar Battle Smith 116
Duergar Heavy Sniper 117
Ettin Zombie 264
Giff Sharpshooter 144
Githzerai Cenobite 149
Gray Hag 170
Greenspawn Razorfiend 105
Hobgoblin Marshal 174
Hobgoblin Vanguard 175
Juvenile Dragon Zombie 266
Juvenile White Dragon 98
Kenku Duelist 178
Kobold Chieftain 181
Leucrotta Female 186
Lizardfolk Vanguard 189
Meazel Assassin 195
Meenlock Corruptor 197
Meenlocks 197
Orc Doom Hand of Yurtrus 214
Orc Vanguard 215
Quickling Warlock of the Gloaming Court 218
Redcap Bloodlock 220
Sea Spawn Tidesinger 224
Tortle Witch doctor 235
Verbeeg Skirmisher 244
War Chanter 293
Werebat Alpha 190
Whitespawn Iceskidder 107
Young Dracolisk 94

CR 5

Arcane Archer 272
Artillerist 274
Battle Smith 278
Berbalang Lore Master 40
Blackspawn Stalker 100
Bluespawn Stormlizard 103
Cavalier 279
Chimera Zombie 263
Choldrith High Priestess 54
Cyclops Zombie 264
Darkling Elder Assassin 59
Derro Master Savant 75
Destrachan Alpha 78
Drow Dark Sniper 112
Froghemoth, Young 129
Giant Cave Fisher 52
Giff Captain 143
Girallon Berserker 146
Githyanki Captain 147
Gorsuloth 259
Grimlock Monarch 164
Juvenile Black Dragon 96
Juvenile Green Dragon 97
Kenku Arcane Trickster 177
Mageslayer 286
Meenlock Elder 198
Monster Slayer 288
Neothelid, Adolescent 206
Ogre Vanguard 216
Orc Great Eye of Gruumsh 214
Orc War Priest of Ilneval 217
Palrethee 69
Redcap Gang Boss 220
Shadow Mastiff Pack Lord 228
Verbeeg Warlock 244
War Caster 292
Wererat Assassin 191
Wererat Ogre 191
Xvart Supreme Speaker 250
Young Dragonne 99
Yuan-ti Arcane Archer 253
Yuan-ti Mageslayer 255
Yuan-ti Templar 256

CR 6

Aranea, Elder 7
Barbarian Champion 276
Barghest, Greater 34
Blackspawn Crawler 101
Boneclaw, Lesser 44
Cult High Priest of Asmodeus 295
Cult High Priest of Demogorgon 297
Darkling Elder Hexblade 59
Deathlock, Greater 61
Deep Scion Assassin 63
Dire Bunyip 48
Duelist 282
Duergar Inquisitor 118
Ettin Berserker 125
Frost Giant Zombie 267
Giff Gadgeteer 144
Girallon of Xvim 146
Gnoll Champion of Yeenoghu 153
Hellfire Steward 299
High Deathpriest of Orcus 301
Juvenile Blue Dragon 96
Kobold Monarch 181
Kobold Sting of Kurtulmak 182
Lamia Priestess of Graz'zt 185
Leucrotta Fiend 187
Lizardfolk Emperor 189
Marut Guard 193
Mud Golem 161
Ogre Champion of Grolantor 211
Orc Conqueror 213
Piscoloth 258
Redspawn Firebelcher 106
Shadar-kai Dawnkiller 226
Tlincalli Shaman 233
Trapper, Monstrous 236
Troll Berserker 237
Troll Witch Doctor 239
Verbeeg Priest of Karontor 244
Yeth Hound Alpha 251
Young Gray Render 163
Yuan-ti Ignan 254

CR 7

Banderhobb Shadow Raider 31
Bodak Shrieker 42
Choldrith Queen 54
Ettin Witch Doctor 126
Gastrobolus 81
Githyanki Pyromind 148
Githzerai Shadowmind 150
Goblin Monarch 156
Hill Giant Hag of Demogorgon 137
Hydra Zombie 268
Juvenile Red Dragon 97
Lesser Retriever 221
Leucrotta Matriarch 187
Mohrg 202
Monstrous Slithering Tracker 229
Neogi Overlord 205
Shadar-kai Kithguard 226
Stone Drake 110
Tlincalli Witch 233
Troll Shaman 239
Two-Headed Troll 240
Verbeeg Chieftain 243
Wood Woad Grove Keeper 246
Young Beholder 39
Young Dragon Zombie 266
Zovvut 71

CR 8

Arcane Trickster, Master	274
Babau, Greater	66
Banderhobb Shadow Assassin	31
Bodak Ravager	42
Bone Golem	158
Bugbear Monarch	47
Deep Scion Warlock	64
Destrachan Pack Lord	78
Drow Arcane Knight	111
Elder Redcap	219
Elite Sharpshooter	291
Elite War Chanter	293
Ettin Vanguard	126
Fire Giant Zombie	267
Flame Salamander	222
Girallon Alpha	145
Hill Giant Juggernaut	137
Maur (Hunched Giant)	194
Monstrous Flail snail	128
Ogre Monarch	211
Rage Drake	109
Stone Giant Skirmisher	139
Ursaloth	261
Wood Woad Sentinel	247

CR 9

Bargda	32
Darkling Elder Mastermind	60
Dirgesinger, Elder	282
Dread Allip	5
Favored Spawn of Kyuss	231
Githzerai Lightning Fist	150
Hill Giant Champion of Grolantor	136
Hill Giant Shaman of Ogrémoch	138
Lore Master	285
Mageslayer, Elite	286
Monstrous Cave Fisher	52
Neogi Great Old Master	204
Neothelid, Young	206
Orc Monarch	215
Passion Devil	83
Tlincalli Chieftain	232
Wendigo	245
Wood Woad Grove Warden	247

CR 10

Adult Dracolisk	93
Aranea, Legendary	7
Arcane Archer, Elite	273
Aspect of Bael	11
Aspect of Moloch	22
Assassin, Elite	275
Athach	28
Banderhobb Bogeyman	30
Barghest, Ancient	34
Bodak Devotee of Orcus	41
Brachavyrm	67
Dogai	80
Draegloth Abomination	95
Drolem, Large	159
Drow House Wizard	112
Fire Giant Houndmaster	133
Frost Giant Berserker	134
Gray Hag, Elder	171
Hobgoblin Monarch	174
Kruthik Hive Queen	184
Mastermind	287
Monstrous Catoblepas	51
Young Phoenix	121

CR 11

Adult Dragonne	99
Annis Hag, Elder	168
Arcane Ballista	56
Aspect of Baphomet	10
Aspect of Zuggtmoy	27
Clockroach	56
Cult Exarch of Asmodeus	295
Cult Head of Demogorgon	297
Deathlock Mastermind, Elder	62
Deathpriest Exarch of Orcus	301
Draegloth War Caster	95
Elite War Caster	292
Eye of the Deep	37
Fire Giant Doomblade	132
Flind Captain	151
Githyanki Psi-Blade	148
Gr. Air Elemental Myrmidon	123
Gr. Earth Elemental Myrmidon	123
Gr. Fire Elemental Myrmidon	124
Gr. Water Elemental Myrmidon	124
Hellfire Magistrate	299
Monster Slayer, Elite	289
Nightprowler	208
Nuckelavee	69
Remmanon	84
Stone Giant Warden	140
Troll Monarch	238

CR 12

Adult Dragon Zombie	265
Aspect of Fraz-Urb'luu	15
Aspect of Geryon	16
Aspect of Juiblex	18
Bheur Hag, Elder	169
Cavalier, Grand	279
Dark Soul	280
Frost Giant Champion of Kostchtchie	135
Howler Pack Lord	176
Shadar-kai Painbearer	227
Shoosuva Pack Lord	70
Ulitharid Mastermind	200
Young Leviathan	121
Young Zaratan	122

CR 13

Aspect of Bel	12
Aspect of Graz'zt	17
Aspect of Kostchtchie	19
Aspect of Yeenoghu	25
Cloud Giant Wind Disciple	131
Drolem, Huge	160
Fire Giant Vanguard	133
Flind Queen	152
Frost Giant Champion of Thrym	135
Gouger	38
Marut Concordant	193
Radiant Soul	290
Stone Giant Thane	139
Werewolf Favored By Malar	192
Young Tempest	122

CR 14

Aspect of Dispater	14
Cornugon	80
Displacer Render	162
Duelist, Legendary	283
Fire Giant Champion of Surtur	131
Nightwing	208

CR 15

Aspect of Mephistopheles	21
Aspect of Zariel	26
Barbarian Monarch	277
Deathlock Mastermind, Ancient	62
Doomsphere	36
Shadar-kai Kithlord	227
Xerfilstyx	85

CR 16

Aspect of Demogorgon	13
Aspect of Orcus	23
Balhannoth, Elder	29
Cloud Giant Mastermind	130

CR 17

Aspect of Lolth	20
Aspect of Tiamat	24
Baernoloth	257
Elder Gray Render	163
Paeliryon	82
Storm Giant Blackguard	141
Ulitharid Supreme	201

CR 18

Aspect of Asmodeus	9
Drolem, Gargantuan	160
Morkoth, Ancient	203
Storm Giant Kraken Exarch	142

CR 19

Ancient Dragon Zombie	265
Cadaver Collector, Greater	49
Grandfather of Assassins	284
Yuan-ti Anathema Ascendant	251

CR 20

Ancient Dracolisk	94
Ancient Elder Brain	199
The Grim	230

CR 22

Nightcrawler	207

CR 25

Dispater	89

CR 27

Mephistopheles,	91

CR 28

Lolth, Queen of Spiders,	54

CR 30

Archdevil, Asmodeus,	77

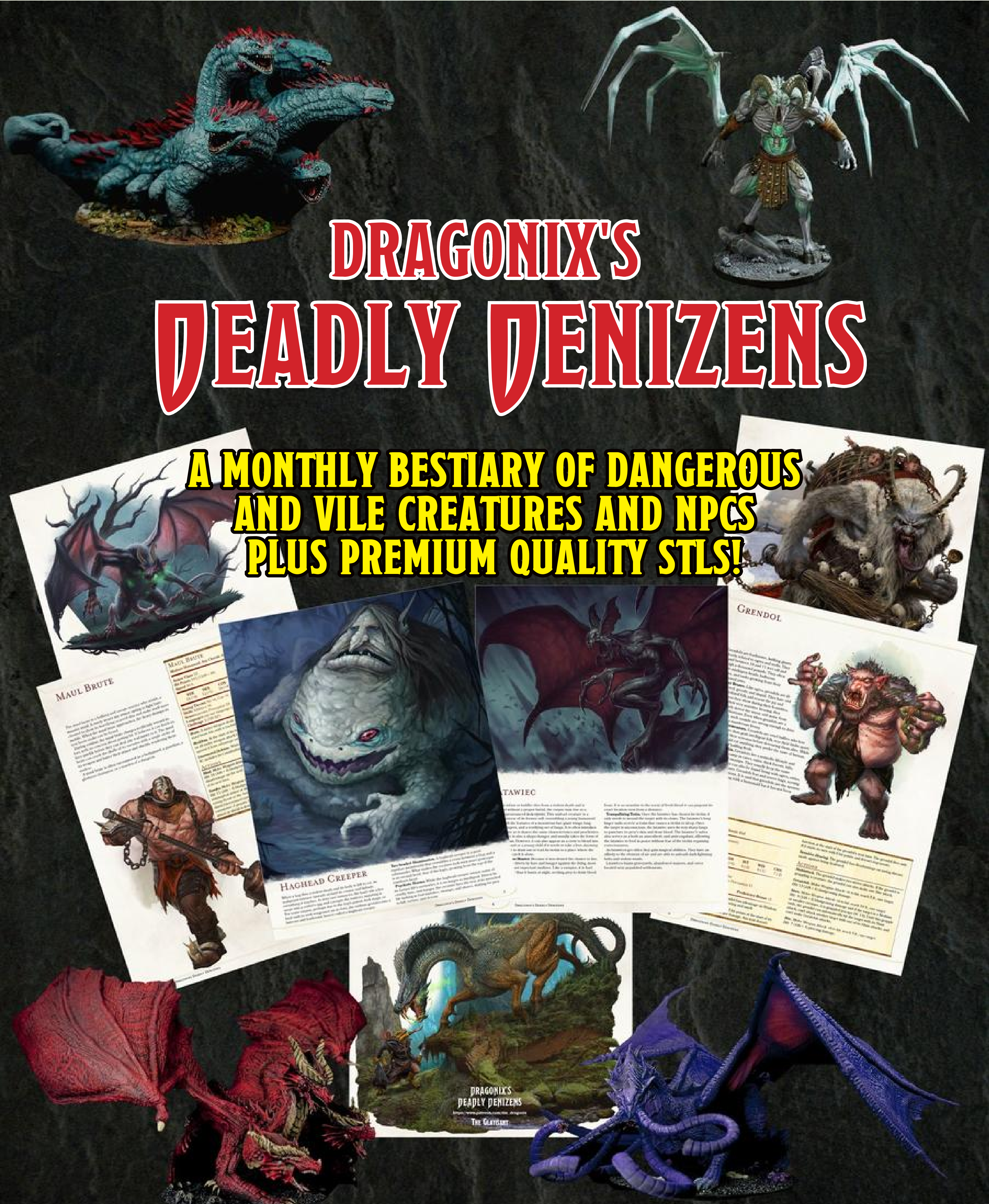
MONSTER MANUAL EXPANDED III

Mannix 'Dragonix' Manansala

THE MONSTER MANUAL EXPANDED ADAMANTINE BUNDLE!

20% OFF

GUILD
MONSTER MANUAL EXPANDED
BEST ADAMANTINE SELLER
MONSTER MANUAL EXPANDED II
BEST ADAMANTINE SELLER
MONSTER MANUAL EXPANDED III
BEST ADAMANTINE SELLER



DRAGONIX'S
DEADLY DENIZENS

A MONTHLY BESTIARY OF DANGEROUS
AND VILE CREATURES AND NPCS
PLUS PREMIUM QUALITY STLS!

https://www.patreon.com/dm_dragonix

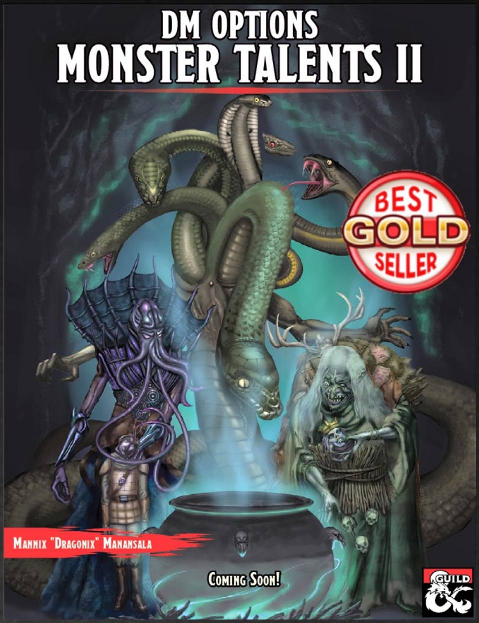
DM OPTIONS

MONSTER TALENTS

Mannix "Dragonix" Manansala

2ND EDITION / POD
COMING 2023!

DM OPTIONS
MONSTER TALENTS
BEST MITHRAL SELLER
Mannix 'Dragonix' Manansala


DM OPTIONS
MONSTER TALENTS II
BEST GOLD SELLER
Mannix "Dragonix" Manansala
Coming Soon!

THE TALENTS BUNDLE

25% OFF!

CHARACTER OPTIONS
TALENTS
BEST MITHRAL SELLER
Mannix 'Dragonix' Manansala
Over 230 Talents To Spice Up Your Characters!

CHARACTER OPTIONS
TALENTS II
BEST PLATINUM SELLER
Mannix "Dragonix" Manansala
The 2nd Book From The Platinum Best Selling Debut!
Over 275+ New Talents to Choose From!

CHARACTER OPTIONS
TALENTS III
BEST PLATINUM SELLER
Mannix "Dragonix" Manansala
The 3rd Book From The Platinum Best Selling Series!
Over 375+ New Talents to Choose From!

GUILD

MONSTER MANUAL EXPANDED

Mannix "Dragonix" Manansala

Roll20 VIRTUAL TABLETOP

INDEX

A

Abyssal Skulker, 65
Adult Dracolisk, 93
Adult Dragon Zombie, 265
Adult Dragonne, 99
Ambush Drake, 108
Ancient Dracolisk, 94
Ancient Dragon Zombie, 265
Ancient Elder Brain, 199
Annis Hag, Elder, 168
Aranea, 6
Aranea, Elder, 7
Aranea, Legendary, 7
Arcane Archer, 272
Arcane Archer, Elite, 273
Arcane Ballista, 56
Arcane Trickster, 273
Arcane Trickster, Master, 274
Artillerist, 274
Asmodeus, 87
Aspect of Asmodeus, 9
Aspect of Bael, 11
Aspect of Baphomet, 10
Aspect of Bel, 12
Aspect of Demogorgon, 13
Aspect of Dispater, 14
Aspect of Fraz-Urb'luu, 15
Aspect of Geryon, 16
Aspect of Graz'zt, 17
Aspect of Juiblex, 18
Aspect of Kostchtchie, 19
Aspect of Lolth, 20
Aspect of Mephistopheles, 21
Aspect of Moloch, 22
Aspect of Orcus, 23
Aspect of Tiamat, 24
Aspect of Yeenoghu, 25
Aspect of Zariel, 26
Aspect of Zuggtmoy, 27
Assassin, Elite, 275
Athach, 28

B

Babau, Greater, 66
Baernoloth, 257
Balhannoth, Elder, 29
Banderhobb Bogeyman, 30
Banderhobb Shadow Assassin, 31
Banderhobb Shadow Raider, 31
Barbarian Champion, 276
Barbarian Monarch, 277
Barbarian, 276
Bargda, 32
Barghest Whelp, 33
Barghest, Ancient, 34
Barghest, Greater, 34
Battle Smith, 278
Battle Smith's Iron Defender, 278
Berbalang Lore Master, 40
Bheur Hag, Elder, 169
Blackspawn Crawler, 101
Blackspawn Stalker, 100
Bluespawn Ambusher, 102
Bluespawn Stormlizard, 103
Bodak Devotee of Orcus, 41
Bodak Ravager, 42
Bodak Shrieker, 42
Boggle Trickster, 43
Bone Golem, 158
Boneclaw, Lesser, 44
Brachavyrm, 67
Bugbear Assassin, 45
Bugbear Beast Shaman, 46
Bugbear Huntmaster, 46
Bugbear Monarch, 47
Bugbear Zombie, 262
Bullywug Zombie, 263
Bunyip, 48

C

Cadaver Collector, Greater, 49
Carrion Crawler Zombie, 263
Catoblepas Calf, 50
Cavalier, 279
Cavalier, Grand, 279
Chimera Zombie, 263
Chitine Skulker, 53
Chitine Warrior, 53
Choker Cavestalker, 55
Choldrith High Priestess, 54
Choldrith Queen, 54
Clockroach, 56
Cloud Giant Mastermind, 130
Cloud Giant Wind Disciple , 131
Cornugon, 80
Cult Exarch of Asmodeus, 295
Cult Head of Demogorgon, 297
Cult High Priest of Asmodeus, 295
Cult High Priest of Demogorgon, 297
Cult Priest of Asmodeus, 294
Cult Priest of Demogorgon, 296
Cyclops Zombie, 264

D

Dark Soul, 280
Darkling Creeper, 58
Darkling Elder Assassin, 59
Darkling Elder Hexblade, 59
Darkling Elder Mastermind, 60
Darkling Skulker, 60
Deathlock Mastermind, Ancient, 62
Deathlock Mastermind, Elder, 62
Deathlock, Greater, 61
Deathpriest Exarch of Orcus, 301
Deathpriest of Orcus, 300
Deep Scion Assassin, 63
Deep Scion Thug, 64
Deep Scion Warlock, 64
Derro Berserker, 74
Derro Hookguard, 75
Derro Master Savant, 75
Derro Taskmaster, 76
Derro Thug, 76
Destrachan Alpha, 78
Destrachan Pack Lord, 78
Destrachan, 77
Dire Bunyip, 48
Dire Corby Alpha, 92
Dire Corby, 92
Dire Vargouille, 241
Dirgesinger, 281
Dirgesinger, Elder, 282
Dispater, 89
Displacer Render, 162
Dogai, 80
Doomsphere, 36
Draegloth Abomination, 95
Draegloth War Caster, 95
Dread Allip, 5
Drolem, Gargantuan, 160
Drolem, Huge, 160
Drolem, Large, 159
Drow Arcane Knight, 111
Drow Dark Sniper, 112
Drow House Wizard, 112
Drow Lolth's Sting, 113
Drow Soldier, 114
Duelist, 282
Duelist, Legendary, 283
Duergar Battle Smith, 116
Duergar Battlesmith's Iron Defender (Spider Form), 116
Duergar Bombardier, 117
Duergar Heavy Sniper, 117
Duergar Inquisitor, 118
Duergar Sergeant, 119
Duergar Slavemaster, 119

E

Elder Ambush Drake, 108
Elder Gray Render, 163
Elder Redcap, 219
Elite Sharpshooter, 291
Elite War Caster, 292
Elite War Chanter, 293
Ettin Berserker, 125
Ettin Vanguard, 126
Ettin Witch Doctor, 126
Ettin Zombie, 264
Eye of the Deep, 37

F

Favored Spawn of Kyuss, 231
Fire Giant Champion of Surtur, 131
Fire Giant Doomblade, 132
Fire Giant Houndmaster, 133
Fire Giant Vanguard, 133
Fire Giant Zombie, 267
Firenewt War Priest of Imix, 127
Firenewt Zealot, 127
Flame Salamander, 222
Flind Captain, 151
Flind Queen, 152
Froghemoth, Young, 129
Frost Giant Berserker, 134
Frost Giant Champion of Kostchtchie, 135
Frost Giant Champion of Thrym, 135
Frost Giant Zombie, 267

G

Gastrobolus, 81
Giant Cave Fisher, 52
Giff Captain, 143
Giff Gadgeteer, 144
Giff Sharpshooter, 144
Girallon Alpha, 145
Girallon Berserker, 146
Girallon of Xvim, 146
Githyanki Captain, 147
Githyanki Psi-Blade, 148
Githyanki Pyromind, 148
Githzerai Cenobite, 149
Githzerai Lightning Fist, 150
Githzerai Shadowmind, 150
Gnoll Archer, 153
Gnoll Berserker, 153
Gnoll Champion of Yeenoghu, 153
Gnoll Sharpshooter, 154
Gnoll Skirmisher, 154
Goblin Archer, 156
Goblin Assassin, 156
Goblin Monarch, 156
Goblin Sorcerer, 157
Goblin Worg Rider, 157
Goblin Zombie, 267
Gorsuloth, 259
Gouger, 38
Grandfather of Assassins, 284
Gray Hag, 170
Gray Hag, Elder, 171
Greater Air Elemental Myrmidon, 123
Greater Earth Elemental Myrmidon, 123
Greater Fire Elemental Myrmidon, 124
Greater Nilbog, 209
Greater Vargouille, 241
Greater Water Elemental Myrmidon, 124
Greenspawn Leaper, 104
Greenspawn Razorfiend, 105
Grim, the 230
Grimlock Monarch, 164
Grimlock Warlock, 165
Grimlock Witch Doctor, 165
Grung Hunter, 166
Grung Shaman, 166
Grung Sorcerer, 167
Grung Sovereign, 167

H

Hammerer, 57
Hellfire Disciple, 298
Hellfire Magistrate, 299
Hellfire Steward, 299
High Deathpriest of Orcus, 301
Hill Giant Champion of Grolantor, 136
Hill Giant Hag of Demogorgon, 137
Hill Giant Juggernaut, 137
Hill Giant Shaman of Ogrémoch, 138
Hill Giant Zombie, 267
Hobgoblin Bladebearer, 173
Hobgoblin Hoplite, 173
Hobgoblin Marshal, 174
Hobgoblin Monarch, 174
Hobgoblin Sergeant, 174

Hobgoblin Sharpshooter, 175
Hobgoblin Vanguard, 175
Hobgoblin Zombie, 268
Howler Pack Lord, 176
Hunter Shark Zombie, 269
Hydra Zombie, 268

J

Jovoc, 69
Juvenile Black Dragon, 96
Juvenile Blue Dragon, 96
Juvenile Dragon Zombie, 266
Juvenile Green Dragon, 97
Juvenile Red Dragon, 97
Juvenile White Dragon, 98

K

Kenku Arcane Trickster, 177
Kenku Duelist, 178
Kobold Arcane Trickster, 180
Kobold Archer, 180
Kobold Boss, 180
Kobold Chieftain, 181
Kobold Monarch, 181
Kobold Shaman, 182
Kobold Sting of Kurtulmak, 182
Kobold Trapmaker, 183
Kobold Zombie, 269
Kruthik Hive Queen, 184

L

Lamia Priestess of Graz'zt, 185
Lesser Retriever, 221
Leucrotta Female, 186
Leucrotta Fiend, 187
Leucrotta Matriarch, 187
Lizardfolk Arcane Archer, 188
Lizardfolk Emperor, 189
Lizardfolk Vanguard, 189
Lizardfolk Zombie, 269
Lolth, 73
Loremaster, 285

M

Mageslayer, 286
Mageslayer, Elite, 286
Marut Concordant, 193
Marut Guard, 193
Mastermind, 287
Maur (Hunched Giant), 194
Meazel Assassin, 195
Meazel Shadow Mage, 196
Meazel Thug, 196
Meenlock Corruptor, 197
Meenlock Elder, 198
Meenlock Stalker, 198
Meenlocks, 197
Mephistopheles, 91
Mohrg, 202
Monster Slayer, 288
Monster Slayer, Elite, 289
Monstrous Catoblepas, 51
Monstrous Cave Fisher, 52
Monstrous Flail snail, 128
Monstrous Slithering Tracker, 229
Morkoth, Ancient, 203
Mud Golem, 161

N

Neogi Great Old Master, 204
Neogi Overlord, 205
Neothelid, Adolescent, 206
Neothelid, Young, 206
Nightcrawler, 207
Nightprowler, 208
Nightwing, 208
Nuckelavee, 69

O

Ogre Champion of Grolantor, 211
Ogre Monarch, 211
Ogre Vanguard, 212
Ogre Witch Doctor, 212
Orc Conqueror, 213
Orc Doom Hand of Yurtrus, 214
Orc Great Eye of Gruumsh, 214
Orc Mauler, 215
Orc Monarch, 215
Orc Sharpshooter, 216
Orc Vanguard, 216
Orc War Chanter, 217
Orc War Priest of Ilneval, 217
Orc Zombie, 270
Owlbear Zombie, 270

P

Paeliryon, 82
Palrethee, 69
Passion Devil, 83
Piscoloth, 258
Pulverizer, 57

Q

Quickling Captain, 218
Quickling Warlock of the Gloaming Court, 218

R

Radiant Soul, 290
Rage Drake, 109
Ranaeloth, 260
Redcap Bloodlock, 220
Redcap Gang Boss, 220
Redspawn Firebelcher, 106
Remmanon, 84

S

Sea Spawn Pincer, 223
Sea Spawn Shocker, 223
Sea Spawn Stinger, 224
Sea Spawn Tidesinger, 224
Shadar-kai Dawnkiller, 226
Shadar-kai Kithguard, 226
Shadar-kai Kithlord, 227
Shadar-kai Painbearer, 227
Shadow Mastiff Pack Lord, 228
Sharpshooter, 291
Shoosuva Pack Lord, 70
Stone Drake, 110
Stone Giant Skirmisher, 139
Stone Giant Thane, 139
Stone Giant Warden, 140
Storm Giant Blackguard, 141
Storm Giant Kraken Exarch, 142

T

Tlincalli Chieftain, 232
Tlincalli Shaman, 233
Tlincalli Witch, 233
Tortle Monk, 234
Tortle Scout, 234
Tortle Witch doctor, 235
Trapper, Monstrous, 236
Trapper, Young, 236
Troll Berserker, 237
Troll Monarch, 238
Troll Shaman, 239
Troll Whelp, 239
Troll Witch Doctor, 239
Troll Zombie, 271
Two-Headed Troll, 240

U

Ulitharid Mastermind, 200
Ulitharid Supreme, 201
Ursaloth, 261

V

Vegepygmy Shaman, 242
Vegepygmy Warrior, 242
Verbeeg Chieftain, 243
Verbeeg Priest of Karontor, 244
Verbeeg Skirmisher, 244
Verbeeg Warlock, 244
Verbeeg, 243

W

War Caster, 292
War Chanter, 293
Wendigo, 245
Werebat Alpha, 190
Wererat Assassin, 191
Wererat Ogre, 191
Werewolf Favored By Malar, 192
Whitespawn Iceskidder, 107
Wolf Zombie, 271
Wood Woad Grove Keeper, 246
Wood Woad Grove Warden, 247
Wood Woad Sentinel, 247

X

Xerfilstyx, 85
Xvart Cutthroat, 249
Xvart Shaman of Raxivort, 249
Xvart Speaker, 249
Xvart Supreme Speaker, 250
Xvart Verminlord, 250

Y

Yeth Hound Alpha, 251
Young Beholder, 39
Young Dracolisk, 94
Young Dragon Zombie, 266
Young Dragonne, 99
Young Gray Render, 163
Young Leviathan, 121
Young Phoenix, 121
Young Tempest, 122
Young Zaratan, 122
Yuan-ti Anathema Ascendant, 251
Yuan-ti Arcane Archer, 253
Yuan-ti Ignan, 254
Yuan-ti Mageslayer, 255
Yuan-ti Spy, 256
Yuan-ti Templar, 256

Z

Zovvut, 71

OVER 390 NEW CREATURE STAT BLOCKS!

Monster Manual Expanded II is the sequel to the Adamantine-best-selling Monster Manual Expanded. Just like the first, this book provides Dungeon Masters more options and flexibility in designing adventures and dressing up their dungeons with a wider variety of critters and characters that are based on the Monster Manual, Volo's Guide to Monsters, Mordenkainen's Tome of Foes, and books from older editions. It adds over 390 new creatures and variants that give a nostalgic and classic feel that Dungeon Masters experienced with the older editions will enjoy using.

"The Monster Manual Expanded II does exactly as promised: this tome delivers dozens more variants based on the reference bestiary, Volo's Guide to Monsters, and the creatures of Mordenkainen's Tome Of Foes!"

- Bob World Builder

"Remember how great Monster Manual Expanded 1 was? Well you can take that and double it with Monster Manual Expanded 2. Long story short, buy it - you won't regret it!"

- Nerdimmersion

"Better than the first! Wowee this book has every monster I have ever wanted that wasn't covered in the official Monster Manual plus heaps more. Up to par with the official 5e books, if not better in some places. Full art, and over 300 pages. An absolute tome! Personal favorite: The Grim!"

- P.B. Publishing

"For content here… the amount you're getting... I have to give this 5 out of 5!"

- Allthings

"As with the first volume, this is very well conceived and equally well executed. It is well written and concise… and features plenty of well chosen, quality examples of artwork throughout, including a lot of new and original pieces!"

- D&D Misfits & Monsters